
PrimAITE

Release 2.0.0

Defence Science and Technology Laboratory UK

Aug 15, 2023

CONTENTS:

1	What is PrimAITE?	1
2	What is PrimAITE built with	3
3	Getting Started with PrimAITE	5
3.1	Getting Started	5
3.1.1	Install PrimAITE	5
3.1.2	Clone & Install PrimAITE for Development	6
3.2	About PrimAITE	7
3.2.1	Features	7
3.2.2	Architecture - Nodes and Links	8
3.2.3	Information Exchange Requirements (IERS)	9
3.2.4	Node Pattern-of-Life	10
3.2.5	Access Control List modelling	11
3.2.6	Observation Spaces	11
3.2.6.1	NodeLinkTable component	11
3.2.6.2	NodeStatus component	12
3.2.6.3	LinkTrafficLevels	13
3.2.7	Action Spaces	13
3.2.8	Rewards	14
3.2.9	Future Enhancements	15
3.3	The Config Files Explained	15
3.3.1	Training Config:	15
3.3.2	The Lay Down Config	20
3.4	Run a PrimAITE Session	23
3.4.1	Run	23
3.4.2	Outputs	25
3.4.3	Loading a session	27
3.5	Custom Agents	27
3.5.1	Integrating a user defined blue agent	27
3.6	Simulation	30
3.6.1	Contents	30
3.6.1.1	Simulation Structure	30
3.6.1.2	Actions	30
3.6.1.2.1	Action Permissions	30
3.6.1.3	Base Hardware	31
3.6.1.3.1	NIC	31
3.6.1.3.1.1	Addressing	32
3.6.1.3.1.2	Status	32
3.6.1.3.1.3	Packet Capture	32

3.6.1.3.1.4	Sending/Receiving Frames	32
3.6.1.3.1.5	Basic Usage	32
3.6.1.3.2	SwitchPort	33
3.6.1.3.3	Node	33
3.6.1.3.3.1	Network Interfaces	33
3.6.1.3.3.2	Configuration	33
3.6.1.3.3.3	Network Services	33
3.6.1.3.3.4	Sending/Receiving	34
3.6.1.3.3.5	Basic Usage	34
3.6.1.3.4	Switch	34
3.6.1.3.4.1	Inherits Node Capabilities	34
3.6.1.3.4.2	Ports	34
3.6.1.3.4.3	Forwarding	35
3.6.1.3.5	Link	35
3.6.1.3.5.1	Endpoints	35
3.6.1.3.5.2	Transmission	35
3.6.1.3.5.3	Bandwidth & Load	35
3.6.1.3.5.4	Status	36
3.6.1.3.6	Putting it all Together	36
3.6.1.3.6.1	Create Nodes & NICs	36
3.6.1.3.6.2	Create Switches	38
3.6.1.3.6.3	Create Links	39
3.6.1.3.6.4	Perform Ping	41
3.6.1.4	Transport Layer to Data Link Layer	42
3.6.1.4.1	Transport Layer (Layer 4)	42
3.6.1.4.2	Network Layer (Layer 3)	43
3.6.1.4.3	PrimAITE Layer (Custom Layer)	43
3.6.1.4.4	Data Link Layer (Layer 2)	43
3.6.1.4.5	Basic Usage	44
3.6.1.4.5.1	TCP SYN Frame	44
3.7	primaite	45
3.7.1	primaite.getLogger	45
3.7.2	primaite.acl	46
3.7.2.1	primaite.acl.access_control_list	47
3.7.2.1.1	primaite.acl.access_control_list.AccessControlList	47
3.7.2.2	primaite.acl.acl_rule	49
3.7.2.2.1	primaite.acl.acl_rule.ACLRule	49
3.7.3	primaite.agents	50
3.7.3.1	primaite.agents.agent_abc	51
3.7.3.1.1	primaite.agents.agent_abc.get_session_path	51
3.7.3.1.2	primaite.agents.agent_abc.AgentSessionABC	51
3.7.3.2	primaite.agents.hardcoded_abc	53
3.7.3.2.1	primaite.agents.hardcoded_abc.HardCodedAgentSessionABC	53
3.7.3.3	primaite.agents.hardcoded_acl	55
3.7.3.3.1	primaite.agents.hardcoded_acl.HardCodedACLAgent	55
3.7.3.4	primaite.agents.hardcoded_node	59
3.7.3.4.1	primaite.agents.hardcoded_node.HardCodedNodeAgent	59
3.7.3.5	primaite.agents.rllib	61
3.7.3.6	primaite.agents.sb3	61
3.7.3.6.1	primaite.agents.sb3.SB3Agent	61
3.7.3.7	primaite.agents.simple	63
3.7.3.7.1	primaite.agents.simple.DoNothingACLAgent	63
3.7.3.7.2	primaite.agents.simple.DoNothingNodeAgent	65
3.7.3.7.3	primaite.agents.simple.DummyAgent	66

3.7.3.7.4	primaite.agents.simple.RandomAgent	68
3.7.3.8	primaite.agents.utils	69
3.7.3.8.1	primaite.agents.utils.convert_to_new_obs	70
3.7.3.8.2	primaite.agents.utils.convert_to_old_obs	70
3.7.3.8.3	primaite.agents.utils.describe_obs_change	71
3.7.3.8.4	primaite.agents.utils.get_new_action	71
3.7.3.8.5	primaite.agents.utils.get_node_of_ip	72
3.7.3.8.6	primaite.agents.utils.is_valid_acl_action	72
3.7.3.8.7	primaite.agents.utils.is_valid_acl_action_extra	73
3.7.3.8.8	primaite.agents.utils.is_valid_node_action	73
3.7.3.8.9	primaite.agents.utils.transform_action_acl_enum	73
3.7.3.8.10	primaite.agents.utils.transform_action_acl_readable	74
3.7.3.8.11	primaite.agents.utils.transform_action_node_enum	74
3.7.3.8.12	primaite.agents.utils.transform_action_node_readable	74
3.7.3.8.13	primaite.agents.utils.transform_change_obs_readable	74
3.7.3.8.14	primaite.agents.utils.transform_obs_readable	75
3.7.4	primaite.cli	75
3.7.4.1	primaite.cli.build_dirs	75
3.7.4.2	primaite.cli.clean_up	76
3.7.4.3	primaite.cli.log_level	76
3.7.4.4	primaite.cli.logs	76
3.7.4.5	primaite.cli.notebooks	76
3.7.4.6	primaite.cli.plotly_template	76
3.7.4.7	primaite.cli.reset_notebooks	76
3.7.4.8	primaite.cli.session	77
3.7.4.9	primaite.cli.setup	77
3.7.4.10	primaite.cli.version	77
3.7.5	primaite.common	77
3.7.5.1	primaite.common.custom_typing	77
3.7.5.1.1	primaite.common.custom_typing.NodeUnion	78
3.7.5.2	primaite.common.enums	78
3.7.5.2.1	primaite.common.enums.ActionType	78
3.7.5.2.2	primaite.common.enums.AgentFramework	79
3.7.5.2.3	primaite.common.enums.AgentIdentifier	79
3.7.5.2.4	primaite.common.enums.DeepLearningFramework	80
3.7.5.2.5	primaite.common.enums.FileSystemState	80
3.7.5.2.6	primaite.common.enums.HardCodedAgentView	81
3.7.5.2.7	primaite.common.enums.HardwareState	81
3.7.5.2.8	primaite.common.enums.LinkStatus	82
3.7.5.2.9	primaite.common.enums.NodeHardwareAction	82
3.7.5.2.10	primaite.common.enums.NodePOLInitiator	83
3.7.5.2.11	primaite.common.enums.NodePOLType	83
3.7.5.2.12	primaite.common.enums.NodeSoftwareAction	84
3.7.5.2.13	primaite.common.enums.NodeType	84
3.7.5.2.14	primaite.common.enums.ObservationType	85
3.7.5.2.15	primaite.common.enums.Priority	85
3.7.5.2.16	primaite.common.enums.Protocol	85
3.7.5.2.17	primaite.common.enums.RulePermissionType	86
3.7.5.2.18	primaite.common.enums.SB3OutputVerboseLevel	86
3.7.5.2.19	primaite.common.enums.SessionType	87
3.7.5.2.20	primaite.common.enums.SoftwareState	87
3.7.5.3	primaite.common.protocol	88
3.7.5.3.1	primaite.common.protocol.Protocol	88
3.7.5.4	primaite.common.service	89

3.7.5.4.1	primaite.common.service.Service	89
3.7.6	primaite.config	90
3.7.6.1	primaite.config.lay_down_config	90
3.7.6.1.1	primaite.config.lay_down_config.convert_legacy_lay_down_config	90
3.7.6.1.2	primaite.config.lay_down_config.data_manipulation_config_path	90
3.7.6.1.3	primaite.config.lay_down_config.ddos_basic_one_config_path	91
3.7.6.1.4	primaite.config.lay_down_config.ddos_basic_two_config_path	91
3.7.6.1.5	primaite.config.lay_down_config.dos_very_basic_config_path	91
3.7.6.1.6	primaite.config.lay_down_config.load	91
3.7.6.2	primaite.config.training_config	91
3.7.6.2.1	primaite.config.training_config.convert_legacy_training_config_dict	92
3.7.6.2.2	primaite.config.training_config.load	92
3.7.6.2.3	primaite.config.training_config.main_training_config_path	93
3.7.6.2.4	primaite.config.training_config.TrainingConfig	93
3.7.7	primaite.data_viz	100
3.7.7.1	primaite.data_viz.PlotlyTemplate	100
3.7.7.2	primaite.data_viz.session_plots	101
3.7.7.2.1	primaite.data_viz.session_plots.get_plotly_config	101
3.7.7.2.2	primaite.data_viz.session_plots.plot_av_reward_per_episode	101
3.7.8	primaite.environment	102
3.7.8.1	primaite.environment.observations	102
3.7.8.1.1	primaite.environment.observations.AbstractObservationComponent	102
3.7.8.1.2	primaite.environment.observations.AccessControlList	103
3.7.8.1.3	primaite.environment.observations.LinkTrafficLevels	104
3.7.8.1.4	primaite.environment.observations.NodeLinkTable	105
3.7.8.1.5	primaite.environment.observations.NodeStatuses	106
3.7.8.1.6	primaite.environment.observations.ObservationsHandler	107
3.7.8.2	primaite.environment.primaite_env	109
3.7.8.2.1	primaite.environment.primaite_env.Primaite	109
3.7.8.3	primaite.environment.reward	115
3.7.8.3.1	primaite.environment.reward.calculate_reward_function	116
3.7.8.3.2	primaite.environment.reward.score_node_file_system	116
3.7.8.3.3	primaite.environment.reward.score_node_operating_state	116
3.7.8.3.4	primaite.environment.reward.score_node_os_state	117
3.7.8.3.5	primaite.environment.reward.score_node_service_state	117
3.7.9	primaite.exceptions	117
3.7.9.1	primaite.exceptions.NetworkError	117
3.7.9.2	primaite.exceptions.PrimaiteError	117
3.7.9.3	primaite.exceptions.RLlibAgentError	118
3.7.10	primaite.links	118
3.7.10.1	primaite.links.link	118
3.7.10.1.1	primaite.links.link.Link	118
3.7.11	primaite.main	120
3.7.11.1	primaite.main.run	120
3.7.12	primaite.nodes	120
3.7.12.1	primaite.nodes.active_node	121
3.7.12.1.1	primaite.nodes.active_node.ActiveNode	121
3.7.12.2	primaite.nodes.node	123
3.7.12.2.1	primaite.nodes.node.Node	123
3.7.12.3	primaite.nodes.node_state_instruction_green	124
3.7.12.3.1	primaite.nodes.node_state_instruction_green.NodeStateInstructionGreen	124
3.7.12.4	primaite.nodes.node_state_instruction_red	126
3.7.12.4.1	primaite.nodes.node_state_instruction_red.NodeStateInstructionRed	126
3.7.12.5	primaite.nodes.passive_node	128

3.7.12.5.1	primaite.nodes.passive_node.PassiveNode	129
3.7.12.6	primaite.nodes.service_node	130
3.7.12.6.1	primaite.nodes.service_node.ServiceNode	130
3.7.13	primaite.notebooks	134
3.7.13.1	primaite.notebooks.start_jupyter_session	134
3.7.14	primaite.pol	134
3.7.14.1	primaite.pol.green_pol	134
3.7.14.1.1	primaite.pol.green_pol.apply_iers	134
3.7.14.1.2	primaite.pol.green_pol.apply_node_pol	135
3.7.14.2	primaite.pol.ier	135
3.7.14.2.1	primaite.pol.ier.IER	135
3.7.14.3	primaite.pol.red_agent_pol	137
3.7.14.3.1	primaite.pol.red_agent_pol.apply_red_agent_iers	137
3.7.14.3.2	primaite.pol.red_agent_pol.apply_red_agent_node_pol	138
3.7.14.3.3	primaite.pol.red_agent_pol.is_red_ier_incoming	138
3.7.15	primaite.primaite_session	138
3.7.15.1	primaite.primaite_session.PrimaiteSession	138
3.7.16	primaite.setup	140
3.7.16.1	primaite.setup.old_installation_clean_up	140
3.7.16.1.1	primaite.setup.old_installation_clean_up.run	140
3.7.16.2	primaite.setup.reset_demo_notebooks	140
3.7.16.2.1	primaite.setup.reset_demo_notebooks.run	141
3.7.16.3	primaite.setup.reset_example_configs	141
3.7.16.3.1	primaite.setup.reset_example_configs.run	141
3.7.17	primaite.simulator	141
3.7.17.1	primaite.simulator.TEMP_SIM_OUTPUT	141
3.7.17.2	primaite.simulator.core	142
3.7.17.2.1	primaite.simulator.core.Action	142
3.7.17.2.2	primaite.simulator.core.ActionManager	143
3.7.17.2.3	primaite.simulator.core.ActionPermissionValidator	143
3.7.17.2.4	primaite.simulator.core.AllowAllValidator	144
3.7.17.2.5	primaite.simulator.core.SimComponent	144
3.7.17.3	primaite.simulator.domain	150
3.7.17.3.1	primaite.simulator.domain.account	150
3.7.17.3.1.1	primaite.simulator.domain.account.Account	151
3.7.17.3.1.2	primaite.simulator.domain.account.AccountType	158
3.7.17.3.1.3	primaite.simulator.domain.account.PasswordPolicyLevel	158
3.7.17.3.2	primaite.simulator.domain.controller	159
3.7.17.3.2.1	primaite.simulator.domain.controller.AccountGroup	159
3.7.17.3.2.2	primaite.simulator.domain.controller.DomainController	160
3.7.17.3.2.3	primaite.simulator.domain.controller.GroupMembershipValidator	167
3.7.17.3.2.4	primaite.simulator.domain.controller.temp_application	168
3.7.17.3.2.5	primaite.simulator.domain.controller.temp_file	168
3.7.17.3.2.6	primaite.simulator.domain.controller.temp_folder	168
3.7.17.3.2.7	primaite.simulator.domain.controller.temp_node	168
3.7.17.4	primaite.simulator.file_system	169
3.7.17.4.1	primaite.simulator.file_system.file_system	169
3.7.17.4.1.1	primaite.simulator.file_system.file_system.FileSystem	169
3.7.17.4.2	primaite.simulator.file_system.file_system_file	177
3.7.17.4.2.1	primaite.simulator.file_system.file_system_file.FileSystemFile	177
3.7.17.4.3	primaite.simulator.file_system.file_system_file_type	183
3.7.17.4.3.1	primaite.simulator.file_system.file_system_file_type.FileSystemFileType	184
3.7.17.4.4	primaite.simulator.file_system.file_system_folder	186
3.7.17.4.4.1	primaite.simulator.file_system.file_system_folder.FileSystemFolder	186

3.7.17.4.5	primaite.simulator.file_system.file_system_item_abc	193
3.7.17.4.5.1	primaite.simulator.file_system.file_system_item_abc.FileSystemItem	193
3.7.17.5	primaite.simulator.network	199
3.7.17.5.1	primaite.simulator.network.hardware	199
3.7.17.5.1.1	primaite.simulator.network.hardware.base	200
3.7.17.5.1.2	primaite.simulator.network.hardware.base.generate_mac_address	200
3.7.17.5.1.3	primaite.simulator.network.hardware.base.ARPCache	201
3.7.17.5.1.4	primaite.simulator.network.hardware.base.ICMP	202
3.7.17.5.1.5	primaite.simulator.network.hardware.base.Link	203
3.7.17.5.1.6	primaite.simulator.network.hardware.base.NIC	210
3.7.17.5.1.7	primaite.simulator.network.hardware.base.Node	218
3.7.17.5.1.8	primaite.simulator.network.hardware.base.NodeOperatingState	226
3.7.17.5.1.9	primaite.simulator.network.hardware.base.Switch	227
3.7.17.5.1.10	primaite.simulator.network.hardware.base.SwitchPort	235
3.7.17.5.1.11	primaite.simulator.network.hardware.nodes	242
3.7.17.5.2	primaite.simulator.network.protocols	242
3.7.17.5.2.1	primaite.simulator.network.protocols.arp	242
3.7.17.5.2.2	primaite.simulator.network.protocols.arp.ARPEntity	242
3.7.17.5.2.3	primaite.simulator.network.protocols.arp.ARPPacket	248
3.7.17.5.3	primaite.simulator.network.transmission	254
3.7.17.5.3.1	primaite.simulator.network.transmission.data_link_layer	254
3.7.17.5.3.2	primaite.simulator.network.transmission.data_link_layer.EthernetHeader	255
3.7.17.5.3.3	primaite.simulator.network.transmission.data_link_layer.Frame	261
3.7.17.5.3.4	primaite.simulator.network.transmission.network_layer	268
3.7.17.5.3.5	primaite.simulator.network.transmission.network_layer.get_icmp_type_code_description	268
3.7.17.5.3.6	primaite.simulator.network.transmission.network_layer.ICMPPacket	269
3.7.17.5.3.7	primaite.simulator.network.transmission.network_layer.ICMPType	275
3.7.17.5.3.8	primaite.simulator.network.transmission.network_layer.IPPacket	276
3.7.17.5.3.9	primaite.simulator.network.transmission.network_layer.IPProtocol	282
3.7.17.5.3.10	primaite.simulator.network.transmission.network_layer.Precedence	282
3.7.17.5.3.11	primaite.simulator.network.transmission.primaite_layer	284
3.7.17.5.3.12	primaite.simulator.network.transmission.primaite_layer.AgentSource	284
3.7.17.5.3.13	primaite.simulator.network.transmission.primaite_layer.DataStatus	284
3.7.17.5.3.14	primaite.simulator.network.transmission.primaite_layer.PrimaiteHeader	285
3.7.17.5.3.15	primaite.simulator.network.transmission.transport_layer	291
3.7.17.5.3.16	primaite.simulator.network.transmission.transport_layer.Port	291
3.7.17.5.3.17	primaite.simulator.network.transmission.transport_layer.TCPFlags	294
3.7.17.5.3.18	primaite.simulator.network.transmission.transport_layer.TCPHeader	295
3.7.17.5.3.19	primaite.simulator.network.transmission.transport_layer.UDPHeader	301
3.7.17.5.4	primaite.simulator.network.utils	307
3.7.17.5.4.1	primaite.simulator.network.utils.convert_bytes_to_megabits	307
3.7.17.5.4.2	primaite.simulator.network.utils.convert_megabits_to_bytes	307
3.7.17.6	primaite.simulator.system	307
3.7.17.6.1	primaite.simulator.system.applications	307
3.7.17.6.1.1	primaite.simulator.system.applications.application	308
3.7.17.6.1.2	primaite.simulator.system.applications.application.RUNNING	308
3.7.17.6.1.3	primaite.simulator.system.applications.application.CLOSED	308
3.7.17.6.1.4	primaite.simulator.system.applications.application.INSTALLING	308
3.7.17.6.1.5	primaite.simulator.system.applications.application.Application	308
3.7.17.6.1.6	primaite.simulator.system.applications.application.ApplicationOperatingState	317
3.7.17.6.2	primaite.simulator.system.core	317
3.7.17.6.2.1	primaite.simulator.system.core.packet_capture	317
3.7.17.6.2.2	primaite.simulator.system.core.packet_capture.PacketCapture	317
3.7.17.6.2.3	primaite.simulator.system.core.session_manager	318

	3.7.17.6.2.4	primaite.simulator.system.core.session_manager.Session	319
	3.7.17.6.2.5	primaite.simulator.system.core.session_manager.SessionManager	326
	3.7.17.6.2.6	primaite.simulator.system.core.software_manager	327
	3.7.17.6.2.7	primaite.simulator.system.core.software_manager.SoftwareManager	327
	3.7.17.6.2.8	primaite.simulator.system.core.sys_log	328
	3.7.17.6.2.9	primaite.simulator.system.core.sys_log.SysLog	329
	3.7.17.6.3	primaite.simulator.system.processes	330
	3.7.17.6.3.1	primaite.simulator.system.processes.process	330
	3.7.17.6.3.2	primaite.simulator.system.processes.process.Process	330
	3.7.17.6.3.3	primaite.simulator.system.processes.process.ProcessOperatingState	337
	3.7.17.6.4	primaite.simulator.system.services	337
	3.7.17.6.4.1	primaite.simulator.system.services.dns_service	337
	3.7.17.6.4.2	primaite.simulator.system.services.dns_service.DNSService	337
	3.7.17.6.4.3	primaite.simulator.system.services.service	345
	3.7.17.6.4.4	primaite.simulator.system.services.service.Service	346
	3.7.17.6.4.5	primaite.simulator.system.services.service.ServiceOperatingState	353
	3.7.17.6.5	primaite.simulator.system.software	354
	3.7.17.6.5.1	primaite.simulator.system.software.IOSoftware	354
	3.7.17.6.5.2	primaite.simulator.system.software.Software	363
	3.7.17.6.5.3	primaite.simulator.system.software.SoftwareCriticality	370
	3.7.17.6.5.4	primaite.simulator.system.software.SoftwareHealthState	370
	3.7.17.6.5.5	primaite.simulator.system.software.SoftwareType	371
3.7.18		primaite.transactions	372
	3.7.18.1	primaite.transactions.transaction	372
	3.7.18.1.1	primaite.transactions.transaction.Transaction	372
3.7.19		primaite.utils	373
	3.7.19.1	primaite.utils.package_data	374
	3.7.19.1.1	primaite.utils.package_data.get_file_path	374
	3.7.19.2	primaite.utils.session_metadata_parser	374
	3.7.19.2.1	primaite.utils.session_metadata_parser.parse_session_metadata	374
	3.7.19.3	primaite.utils.session_output_reader	375
	3.7.19.3.1	primaite.utils.session_output_reader.all_transactions_dict	375
	3.7.19.3.2	primaite.utils.session_output_reader.av_rewards_dict	375
	3.7.19.4	primaite.utils.session_output_writer	376
	3.7.19.4.1	primaite.utils.session_output_writer.SessionOutputWriter	376
3.8		tests	377
	3.8.1	tests.TEST_CONFIG_ROOT	377
	3.8.2	tests.TEST_ASSETS_ROOT	377
	3.8.3	tests.conftest	378
	3.8.3.1	tests.conftest.temp_primaite_session	379
	3.8.3.2	tests.conftest.temp_session_path	379
	3.8.3.3	tests.conftest.TempPrimaiteSession	380
	3.8.4	tests.integration_tests	381
	3.8.4.1	tests.integration_tests.component_creation	381
	3.8.4.1.1	tests.integration_tests.component_creation.test_permission_system	382
	3.8.4.1.1.1	tests.integration_tests.component_creation.test_permission_system.test_group_action_vali	
	3.8.4.1.1.2	tests.integration_tests.component_creation.test_permission_system.test_hierarchical_action	
	3.8.4.2	tests.integration_tests.network	382
	3.8.4.2.1	tests.integration_tests.network.test_frame_transmission	383
	3.8.4.2.1.1	tests.integration_tests.network.test_frame_transmission.test_multi_nic	383
	3.8.4.2.1.2	tests.integration_tests.network.test_frame_transmission.test_node_to_node_ping	383
	3.8.4.2.1.3	tests.integration_tests.network.test_frame_transmission.test_switched_network	383
	3.8.4.2.2	tests.integration_tests.network.test_link_connection	383
	3.8.4.2.2.1	tests.integration_tests.network.test_link_connection.test_link_up	383

3.8.4.2.3	tests.integration_tests.network.test_nic_link_connection	384
3.8.4.2.3.1	tests.integration_tests.network.test_nic_link_connection.test_link_fails_with_same_nic	384
3.8.5	tests.mock_and_patch	384
3.8.5.1	tests.mock_and_patch.get_session_path_mock	384
3.8.5.1.1	tests.mock_and_patch.get_session_path_mock.get_temp_session_path	384
3.8.6	tests.test_acl	385
3.8.6.1	tests.test_acl.test_acl_address_match_1	385
3.8.6.2	tests.test_acl.test_acl_address_match_2	385
3.8.6.3	tests.test_acl.test_acl_address_match_3	385
3.8.6.4	tests.test_acl.test_acl_address_match_4	385
3.8.6.5	tests.test_acl.test_check_acl_block_affirmative	385
3.8.6.6	tests.test_acl.test_check_acl_block_negative	386
3.8.6.7	tests.test_acl.test_delete_rule	386
3.8.6.8	tests.test_acl.test_rule_hash	386
3.8.7	tests.test_active_node	386
3.8.7.1	tests.test_active_node.test_file_system_change	386
3.8.7.2	tests.test_active_node.test_file_system_change_if_not_compromised	386
3.8.7.3	tests.test_active_node.test_os_state_change	387
3.8.7.4	tests.test_active_node.test_os_state_change_if_not_compromised	387
3.8.8	tests.test_full_legacy_config_session	387
3.8.8.1	tests.test_full_legacy_config_session.test_legacy_training_config_run_session	387
3.8.9	tests.test_lay_down_config	387
3.8.9.1	tests.test_lay_down_config.test_legacy_lay_down_config_load	387
3.8.10	tests.test_observation_space	388
3.8.10.1	tests.test_observation_space.test_default_obs_space	388
3.8.10.2	tests.test_observation_space.test_registering_components	388
3.8.10.3	tests.test_observation_space.TestAccessControlList	388
3.8.10.4	tests.test_observation_space.TestLinkTrafficLevels	390
3.8.10.5	tests.test_observation_space.TestNodeLinkTable	391
3.8.10.6	tests.test_observation_space.TestNodeStatuses	392
3.8.11	tests.test_primaite_session	394
3.8.11.1	tests.test_primaite_session.test_primaite_session	394
3.8.12	tests.test_red_random_agent_behaviour	394
3.8.12.1	tests.test_red_random_agent_behaviour.test_random_red_agent_behaviour	394
3.8.13	tests.test_resetting_node	394
3.8.13.1	tests.test_resetting_node.test_node_boots_correctly	394
3.8.13.2	tests.test_resetting_node.test_node_resets_correctly	395
3.8.13.3	tests.test_resetting_node.test_node_shutdown_correctly	395
3.8.14	tests.test_reward	395
3.8.14.1	tests.test_reward.test_rewards_are_being_penalised_at_each_step_function	395
3.8.15	tests.test_seeding_and_deterministic_session	396
3.8.15.1	tests.test_seeding_and_deterministic_session.test_deterministic_evaluation	396
3.8.15.2	tests.test_seeding_and_deterministic_session.test_seeded_learning	396
3.8.16	tests.test_service_node	396
3.8.16.1	tests.test_service_node.test_service_state_change	397
3.8.16.2	tests.test_service_node.test_service_state_change_if_not_comprised	397
3.8.17	tests.test_session_loading	397
3.8.17.1	tests.test_session_loading.copy_session_asset	397
3.8.17.2	tests.test_session_loading.test_cli	397
3.8.17.3	tests.test_session_loading.test_load_primaite_session	397
3.8.17.4	tests.test_session_loading.test_load_sb3_session	398
3.8.17.5	tests.test_session_loading.test_run_loading	398
3.8.18	tests.test_single_action_space	398
3.8.18.1	tests.test_single_action_space.run_generic_set_actions	398

3.8.18.2	tests.test_single_action_space.test_agent_is_executing_actions_from_both_spaces .	398
3.8.18.3	tests.test_single_action_space.test_single_action_space_is_valid	398
3.8.19	tests.test_train_eval_episode_steps	398
3.8.19.1	tests.test_train_eval_episode_steps.test_eval_steps_differ_from_training	399
3.8.20	tests.test_training_config	399
3.8.20.1	tests.test_training_config.test_create_config_values_main_from_file	399
3.8.20.2	tests.test_training_config.test_create_config_values_main_from_legacy_file	399
3.8.20.3	tests.test_training_config.test_legacy_lay_down_config_yaml_conversion	399
3.8.21	tests.unit_tests	399
3.9	Dependencies	399
3.9.1	PrimAITE Dependencies	399
3.10	Glossary	404
3.11	v1.2 to v2.0 Migration guide	406

Python Module Index **409**

Index **411**

WHAT IS PRIMAITE?

PrimAITE (Primary-level AI Training Environment) is a simulation environment for training AI under the ARCD programme. It incorporates the functionality required of a Primary-level environment, as specified in the Dstl ARCD Training Environment Matrix document:

- The ability to model a relevant platform / system context;
- The ability to model key characteristics of a platform / system by representing connections, IP addresses, ports, traffic loading, operating systems, file system, services and processes;
- Operates at machine-speed to enable fast training cycles.

WHAT IS PRIMAITE BUILT WITH

- [OpenAI's Gym](#) is used as the basis for AI blue agent interaction with the PrimAITE environment
- [Networkx](#) is used as the underlying data structure used for the PrimAITE environment
- [Stable Baselines 3](#) is used as a default source of RL algorithms (although PrimAITE is not limited to SB3 agents)
- [Ray RLlib](#) is used as an additional source of RL algorithms
- [Typer](#) is used for building CLIs (Command Line Interface applications)
- [Jupyterlab](#) is used as an extensible environment for interactive and reproducible computing, based on the Jupyter Notebook Architecture
- [Platformdirs](#) is used for finding the right location to store user data and configuration but varies per platform
- [Plotly](#) is used for building high level charts

GETTING STARTED WITH PRIMAITE

Head over to the *Getting Started* page to install and setup PrimAITE!

3.1 Getting Started

Getting Started with PrimAITE

Pre-Requisites

In order to get **PrimAITE** installed, you will need to have a python version between 3.8 and 3.10 installed. If you don't already have it, this is how to install it:

Listing 1: Unix

```
sudo add-apt-repository ppa:deadsnakes/ppa
sudo apt install python3.10
sudo apt-get install python3-pip
sudo apt-get install python3-venv
```

Listing 2: Windows (Powershell)

```
- Manual install from: https://www.python.org/downloads/release/python-31011/
```

PrimAITE is designed to be OS-agnostic, and thus should work on most variations/distros of Linux, Windows, and MacOS.

3.1.1 Install PrimAITE

1. Create a primaite directory in your home directory:

Listing 3: Unix

```
mkdir ~/primaite/2.0.0
```

Listing 4: Windows (Powershell)

```
mkdir ~\primaite\2.0.0
```

2. Navigate to the primaite directory and create a new python virtual environment (venv)

Listing 5: Unix

```
cd ~/primaite/2.0.0
python3 -m venv .venv
```

Listing 6: Windows (Powershell)

```
cd ~\primaite\2.0.0
python3 -m venv .venv
attrib +h .venv /s /d # Hides the .venv directory
```

3. Activate the venv

Listing 7: Unix

```
source .venv/bin/activate
```

Listing 8: Windows (Powershell)

```
.\.venv\Scripts\activate
```

4. Install PrimAITE using pip from PyPi

Listing 9: Unix

```
pip install primaite
```

Listing 10: Windows (Powershell)

```
pip install primaite
```

5. Perform the PrimAITE setup

Listing 11: Unix

```
primaite setup
```

Listing 12: Windows (Powershell)

```
primaite setup
```

3.1.2 Clone & Install PrimAITE for Development

To be able to extend PrimAITE further, or to build wheels manually before install, clone the repository to a location of your choice:

```
git clone <repo path>
cd primaite
```

Create and activate your Python virtual environment (venv)

Listing 13: Unix

```
python3 -m venv venv
source venv/bin/activate
```

Listing 14: Windows (Powershell)

```
python3 -m venv venv
.\venv\Scripts\activate
```

Install PrimAITE with the dev extra

Listing 15: Unix

```
pip install -e .[dev]
```

Listing 16: Windows (Powershell)

```
pip install -e .[dev]
```

To view the complete list of packages installed during PrimAITE installation, go to the dependencies page (Dependencies).

3.2 About PrimAITE

3.2.1 Features

PrimAITE provides the following features:

- A flexible network / system laydown based on the Python networkx framework
- Nodes and links (edges) host Python classes in order to present attributes and methods (and hence, a more representative model of a platform / system)
- A ‘green agent’ Information Exchange Requirement (IER) function allows the representation of traffic (protocols and loading) on any / all links. Application of IERs is based on the status of node operating systems and services
- A ‘green agent’ node Pattern-of-Life (PoL) function allows the representation of core behaviours on nodes (e.g. changing the Hardware state, Software State, Service state, or File System state)
- An Access Control List (ACL) function, mimicking the behaviour of a network firewall, is applied across the model, following standard ACL rule format (e.g. DENY/ALLOW, source IP, destination IP, protocol and port). Application of IERs adheres to any ACL restrictions
- Presents an OpenAI Gym interface to the environment, allowing integration with any OpenAI Gym compliant defensive agents
- Red agent activity based on ‘red’ IERs and ‘red’ PoL
- Defined reward function for use with RL agents (based on nodes status, and green / red IER success)
- Fully configurable (network / system laydown, IERs, node PoL, ACL, episode step period, episode max steps) and repeatable to suit the training requirements of agents. Therefore, not bound to a representation of any particular platform, system or technology
- Full capture of discrete metrics relating to agent training (full system state, agent actions taken, average reward)

- Networkx provides laydown visualisation capability

3.2.2 Architecture - Nodes and Links

Nodes

An inheritance model has been adopted in order to model nodes. All nodes have the following base attributes (Class: Node):

- ID
- Name
- Type (e.g. computer, switch, RTU - enumeration)
- Priority (P1, P2, P3, P4 or P5 - enumeration)
- Hardware State (ON, OFF, RESETTING, SHUTTING_DOWN, BOOTING - enumeration)

Active Nodes also have the following attributes (Class: Active Node):

- IP Address
- Software State (GOOD, PATCHING, COMPROMISED - enumeration)
- File System State (GOOD, CORRUPT, DESTROYED, REPAIRING, RESTORING - enumeration)

Service Nodes also have the following attributes (Class: Service Node):

- List of Services (where service is composed of service name and port). There is no theoretical limit on the number of services that can be modelled. Services and protocols are currently intrinsically linked (i.e. a service is an application on a node transmitting traffic of this protocol type)
- Service state (GOOD, PATCHING, COMPROMISED, OVERWHELMED - enumeration)

Passive Nodes are currently not used (but may be employed for non IP-based components such as machinery actuators in future releases).

Links

Links are modelled both as network edges (networkx) and as Python classes, in order to extend their functionality. Links include the following attributes:

- ID
- Name
- Bandwidth (bits/s)
- Source node ID
- Destination node ID
- Protocol list (containing the loading of protocols currently running on the link)

When the simulation runs, IERs are applied to the links in order to model traffic loading, individually assigned to each protocol. This allows green (background) and red agent behaviour to be modelled, and defensive agents to identify suspicious traffic patterns at a protocol / traffic loading level of fidelity.

3.2.3 Information Exchange Requirements (IERs)

PrimAITE adopts the concept of Information Exchange Requirements (IERs) to model both green agent (background) and red agent (adversary) behaviour. IERs are used to initiate modelling of traffic loading on the network, and have the following attributes:

- ID
- Start step (i.e. which step in the training episode should the IER start)
- End step (i.e. which step in the training episode should the IER end)
- Source node ID
- Destination node ID
- Load (bits/s)
- Protocol
- Port
- Running status (i.e. on / off)

The application of green agent IERs between a source and destination follows a number of rules. Specifically:

1. Does the current simulation time step fall between IER start and end step
2. Is the source node operational (both physically and at an O/S level), and is the service (protocol / port) associated with the IER (a) present on this node, and (b) in an operational state (i.e. not PATCHING)
3. Is the destination node operational (both physically and at an O/S level), and is the service (protocol / port) associated with the IER (a) present on this node, and (b) in an operational state (i.e. not PATCHING)
4. Are there any Access Control List rules in place that prevent the application of this IER
5. Are all switches in the (OSPF) path between source and destination operational (both physically and at an O/S level)

For red agent IERs, the application of IERs between a source and destination follows a number of subtly different rules. Specifically:

1. Does the current simulation time step fall between IER start and end step
2. Is the source node operational, and is the service (protocol / port) associated with the IER (a) present on that node and (b) already in a compromised state
3. Is the destination node operational, and is the service (protocol / port) associated with the IER present on that node
4. Are there any Access Control List rules in place that prevent the application of this IER
5. Are all switches in the (OSPF) path between source and destination operational (both physically and at an O/S level)

Assuming the rules pass, the IER is applied to all relevant links (based on use of OSPF) between source and destination.

3.2.4 Node Pattern-of-Life

Every node can be impacted (i.e. have a status change applied to it) by either green agent pattern-of-life or red agent pattern-of-life. This is distinct from IERs, and allows for attacks (and defence) to be modelled purely within the confines of a node.

The status changes that can be made to a node are as follows:

- All Nodes:
 - Hardware State:
 - * ON
 - * OFF
 - * RESETTING - when a status of resetting is entered, the node will automatically exit this state after a number of steps (as defined by the nodeResetDuration configuration item) after which it returns to an ON state
 - * BOOTING
 - * SHUTTING_DOWN
- Active Nodes and Service Nodes:
 - Software State:
 - * GOOD
 - * PATCHING - when a status of patching is entered, the node will automatically exit this state after a number of steps (as defined by the osPatchingDuration configuration item) after which it returns to a GOOD state
 - * COMPROMISED
 - File System State:
 - * GOOD
 - * CORRUPT (can be resolved by repair or restore)
 - * DESTROYED (can be resolved by restore only)
 - * REPAIRING - when a status of repairing is entered, the node will automatically exit this state after a number of steps (as defined by the fileSystemRepairingLimit configuration item) after which it returns to a GOOD state
 - * RESTORING - when a status of repairing is entered, the node will automatically exit this state after a number of steps (as defined by the fileSystemRestoringLimit configuration item) after which it returns to a GOOD state
- Service Nodes only:
 - Service State (for any associated service):
 - * GOOD
 - * PATCHING - when a status of patching is entered, the service will automatically exit this state after a number of steps (as defined by the servicePatchingDuration configuration item) after which it returns to a GOOD state
 - * COMPROMISED
 - * OVERWHELMED

Red agent pattern-of-life has an additional feature not found in the green pattern-of-life. This is the ability to influence the state of the attributes of a node via a number of different conditions:

- DIRECT:

The pattern-of-life described by the configuration file item will be applied regardless of any other conditions in the network. This is particularly useful for direct red agent entry into the network.

- IER:

The pattern-of-life described by the configuration file item will be applied to the service on the node, only if there is an IER of the same protocol / service type incoming at the specified timestep.

- SERVICE:

The pattern-of-life described by the configuration file item will be applied to the node based on the state of a service. The service can either be on the same node, or a different node within the network.

3.2.5 Access Control List modelling

An Access Control List (ACL) is modelled to provide the means to manage traffic flows in the system. This will allow defensive agents the means to turn on / off rules, or potentially create new rules, to counter an attack.

The ACL follows a standard network firewall format. For example:

Table 1: ACL example

Permission	Source IP	Dest IP	Protocol	Port
DENY	192.168.1.2	192.168.1.3	HTTPS	443
ALLOW	192.168.1.4	ANY	SMTP	25
DENY	ANY	192.168.1.5	ANY	ANY

All ACL rules are considered when applying an IER. Logic follows the order of rules, so a DENY or ALLOW for the same parameters will override an earlier entry.

3.2.6 Observation Spaces

The observation space provides the blue agent with information about the current status of nodes and links.

PrimAITE builds on top of Gym Spaces to create an observation space that is easily configurable for users. It's made up of components which are managed by the `primaite.environment.observations.ObservationsHandler`. Each training scenario can define its own observation space, and the user can choose which information to include, and how it should be formatted.

3.2.6.1 NodeLinkTable component

For example, the `primaite.environment.observations.NodeLinkTable` component represents the status of nodes and links as a `gym.spaces.Box` with an example format shown below:

An example observation space is provided below:

Table 2: Observation Space example

	ID	Hardware State	Software State	File System State	Service Protocol A	Service Protocol B
Node A	1	1	1	1	1	1
Node B	2	1	3	1	1	1
Node C	3	2	1	1	3	2
Link 1	5	0	0	0	0	10000
Link 2	6	0	0	0	0	10000
Link 3	7	0	0	0	5000	0

For the nodes, the following values are represented:

```
[
  ID
  Hardware State      (1=ON, 2=OFF, 3=RESETTING, 4=SHUTTING_DOWN, 5=BOOTING)
  Operating System State (0=none, 1=GOOD, 2=PATCHING, 3=COMPROMISED)
  File System State   (0=none, 1=GOOD, 2=CORRUPT, 3=DESTROYED, 4=REPAIRING,
  ↪5=RESTORING)
  Service1/Protocol1 state (0=none, 1=GOOD, 2=PATCHING, 3=COMPROMISED)
  Service2/Protocol2 state (0=none, 1=GOOD, 2=PATCHING, 3=COMPROMISED)
]
```

(Note that each service available in the network is provided as a column, although not all nodes may utilise all services)

For the links, the following statuses are represented:

```
[
  ID
  Hardware State      (0=not applicable)
  Operating System State (0=not applicable)
  File System State   (0=not applicable)
  Service1/Protocol1 state (Traffic load from this protocol on this link)
  Service2/Protocol2 state (Traffic load from this protocol on this link)
]
```

3.2.6.2 NodeStatus component

This is a MultiDiscrete observation space that can be thought of as a one-dimensional vector of discrete states. The example above would have the following structure:

```
[
  node1_info
  node2_info
  node3_info
]
```

Each node_info contains the following:

```
[
  hardware_state (0=none, 1=ON, 2=OFF, 3=RESETTING, 4=SHUTTING_DOWN, 5=BOOTING)
  software_state (0=none, 1=GOOD, 2=PATCHING, 3=COMPROMISED)
]
```

(continues on next page)

(continued from previous page)

```

file_system_state (0=none, 1=GOOD, 2=CORRUPT, 3=DESTROYED, 4=REPAIRING, 5=RESTORING)
service1_state    (0=none, 1=GOOD, 2=PATCHING, 3=COMPROMISED)
service2_state    (0=none, 1=GOOD, 2=PATCHING, 3=COMPROMISED)
]

```

In a network with three nodes and two services, the full observation space would have 15 elements. It can be written with gym notation to indicate the number of discrete options for each of the elements of the observation space. For example:

```
gym.spaces.MultiDiscrete([4,5,6,4,4,4,5,6,4,4,4,5,6,4,4])
```

Note: NodeStatus observation component provides information only about nodes. Links are not considered.

3.2.6.3 LinkTrafficLevels

This component is a MultiDiscrete space showing the traffic flow levels on the links in the network, after applying a threshold to convert it from a continuous to a discrete value. There are two configurable parameters: * `quantisation_levels` determines how many discrete bins to use for converting the continuous traffic value to discrete (default is 5). * `combine_service_traffic` determines whether to separately output traffic use for each network protocol or whether to combine them into an overall value for the link. (default is True)

For example, with default parameters and a network with three links, the structure of this component would be:

```

[
  link1_status
  link2_status
  link3_status
]

```

Each `link_status` is a number from 0-4 representing the network load in relation to bandwidth.

```

0 = No traffic (0%)
1 = low traffic (1%-33%)
2 = medium traffic (33%-66%)
3 = high traffic (66%-99%)
4 = max traffic/ overwhelmed (100%)

```

Using gym notation, the shape of the obs space is: `gym.spaces.MultiDiscrete([5,5,5])`.

3.2.7 Action Spaces

The action space available to the blue agent comes in two types:

1. Node-based
2. Access Control List
3. Any (Agent can take both node-based and ACL-based actions)

The choice of action space used during a training session is determined in the `config_[name].yaml` file.

Node-Based

The agent is able to influence the status of nodes by switching them off, resetting, or patching operating systems and services. In this instance, the action space is an OpenAI Gym spaces.Discrete type, as follows:

- Dictionary item { ... ,1: [x1, x2, x3,x4] ... } The placeholders inside the list under the key '1' mean the following:
 - [0, num nodes] - Node ID (0 = nothing, node ID)
 - [0, 4] - What property it's acting on (0 = nothing, 1 = state, 2 = SoftwareState, 3 = service state, 4 = file system state)
 - [0, 3] - Action on property (0 = nothing, 1 = on / scan, 2 = off / repair, 3 = reset / patch / restore)
 - [0, num services] - Resolves to service ID (0 = nothing, resolves to service)

Access Control List

The blue agent is able to influence the configuration of the Access Control List rule set (which implements a system-wide firewall). In this instance, the action space is an OpenAI spaces.Discrete type, as follows:

- Dictionary item { ... ,1: [x1, x2, x3, x4, x5, x6] ... }

The placeholders inside the list under the key '1' mean the following:

- [0, 2] - Action (0 = do nothing, 1 = create rule, 2 = delete rule)
- [0, 1] - Permission (0 = DENY, 1 = ALLOW)
- [0, num nodes] - Source IP (0 = any, then 1 -> x resolving to IP addresses)
- [0, num nodes] - Dest IP (0 = any, then 1 -> x resolving to IP addresses)
- [0, num services] - Protocol (0 = any, then 1 -> x resolving to protocol)
- [0, num ports] - Port (0 = any, then 1 -> x resolving to port)

ANY The agent is able to carry out both **Node-Based** and **Access Control List** operations.

This means the dictionary will contain key-value pairs in the format of BOTH Node-Based and Access Control List as seen above.

3.2.8 Rewards

A reward value is presented back to the blue agent on the conclusion of every step. The reward value is calculated via two methods which combine to give the total value:

1. Node and service status
2. IER status

Node and service status

On every step, the status of each node is compared against both a reference environment (simulating the situation if the red and blue agents had not impacted the environment) and the before and after state of the environment. If the comparison against the reference environment shows no difference, then the score provided is "ALLOK". If there is a difference with respect to the reference environment, the before and after states are compared, and a score determined. See *The Config Files Explained* for details of reward values.

IER status

On every step, the full IER set is examined to determine whether green and red agent IERs are being permitted to run. Any red agent IERs running incur a penalty; any green agent IERs not permitted to run also incur a penalty. See *The Config Files Explained* for details of reward values.

3.2.9 Future Enhancements

The PrimAITE project has an ambition to include the following enhancements in future releases:

- Integration with a suitable standardised framework to allow multi-agent integration
- Integration with external threat emulation tools, either using off-line data, or integrating at runtime

3.3 The Config Files Explained

PrimAITE uses two configuration files for its operation:

- **The Training Config**

Used to define the top-level settings of the PrimAITE environment, the reward values, and the session that is to be run.

- **The Lay Down Config**

Used to define the low-level settings of a session, including the network laydown, green / red agent information exchange requirements (IERSs) and Access Control Rules.

3.3.1 Training Config:

The Training Config file consists of the following attributes:

Generic Config Values

- **agent_framework** [enum]

This identifies the agent framework to be used to instantiate the agent algorithm. Select from one of the following:

- NONE - Where a user developed agent is to be used
- SB3 - Stable Baselines3
- RLLIB - Ray RLLib.

- **agent_identifier**

This identifies the agent to use for the session. Select from one of the following:

- A2C - Advantage Actor Critic
- PPO - Proximal Policy Optimization
- HARDCODED - A custom built deterministic agent
- RANDOM - A Stochastic random agent

- **random_red_agent** [bool]

Determines if the session should be run with a random red agent

- **action_type** [enum]

Determines whether a NODE, ACL, or ANY (combined NODE & ACL) action space format is adopted for the session

- **OBSERVATION_SPACE** [dict]

Allows for user to configure observation space by combining one or more observation components. List of available components is in `primaite.environment.observations`.

The observation space config item should have a `components` key which is a list of components. Each component config must have a `name` key, and can optionally have an `options` key. The `options` are passed to the component while it is being initialised.

This example illustrates the correct format for the observation space config item

```

observation_space:
components:
  - name: NODE_LINK_TABLE
  - name: NODE_STATUSES
  - name: LINK_TRAFFIC_LEVELS
  - name: ACCESS_CONTROL_LIST
  options:
    combine_service_traffic : False
    quantisation_levels: 99
    
```

Currently available components are:

- `NODE_LINK_TABLE` this does not accept any additional options
- `NODE_STATUSES`, this does not accept any additional options
- `ACCESS_CONTROL_LIST`, this does not accept additional options
- `LINK_TRAFFIC_LEVELS`, this accepts the following options:
 - * `combine_service_traffic` - whether to consider bandwidth use separately for each network protocol or combine them into a single bandwidth reading (boolean)
 - * `quantisation_levels` - how many discrete bandwidth usage levels to use for encoding. This can be an integer equal to or greater than 3.

The other configurable item is `flatten` which is false by default. When set to true, the observation space is flattened (turned into a 1-D vector). You should use this if your RL agent does not natively support observation space types like `gym.Spaces.Tuple`.

- **num_train_episodes** [int]

This defines the number of episodes that the agent will train for.
- **num_train_steps** [int]

Determines the number of steps to run in each episode of the training session.
- **num_eval_episodes** [int]

This defines the number of episodes that the agent will be evaluated over.
- **num_eval_steps** [int]

Determines the number of steps to run in each episode of the evaluation session.
- **time_delay** [int]

The time delay (in milliseconds) to take between each step when running a `GENERIC` agent session
- **session_type** [text]

Type of session to be run (`TRAINING`, `EVALUATION`, or `BOTH`)
- **load_agent** [bool]

Determine whether to load an agent from file

- **agent_load_file** [text]

File path and file name of agent if you're loading one in
- **observation_space_high_value** [int]

The high value to use for values in the observation space. This is set to 1000000000 by default, and should not need changing in most cases
- **implicit_acl_rule** [str]

Determines which Explicit rule the ACL list has - two options are: DENY or ALLOW.
- **max_number_acl_rules** [int]

Sets a limit on how many ACL rules there can be in the ACL list throughout the training session.

Reward-Based Config Values

Rewards are calculated based on the difference between the current state and reference state (the 'should be' state) of the environment.

- **Generic [all_ok]** [float]

The score to give when the current situation (for a given component) is no different from that expected in the baseline (i.e. as though no blue or red agent actions had been undertaken)
- **Node Hardware State [off_should_be_on]** [float]

The score to give when the node should be on, but is off
- **Node Hardware State [off_should_be_resetting]** [float]

The score to give when the node should be resetting, but is off
- **Node Hardware State [on_should_be_off]** [float]

The score to give when the node should be off, but is on
- **Node Hardware State [on_should_be_resetting]** [float]

The score to give when the node should be resetting, but is on
- **Node Hardware State [resetting_should_be_on]** [float]

The score to give when the node should be on, but is resetting
- **Node Hardware State [resetting_should_be_off]** [float]

The score to give when the node should be off, but is resetting
- **Node Hardware State [resetting]** [float]

The score to give when the node is resetting
- **Node Operating System or Service State [good_should_be_patching]** [float]

The score to give when the state should be patching, but is good
- **Node Operating System or Service State [good_should_be_compromised]** [float]

The score to give when the state should be compromised, but is good
- **Node Operating System or Service State [good_should_be_overwhelmed]** [float]

The score to give when the state should be overwhelmed, but is good
- **Node Operating System or Service State [patching_should_be_good]** [float]

The score to give when the state should be good, but is patching

- **Node Operating System or Service State [patching_should_be_compromised]** [float]
The score to give when the state should be compromised, but is patching
- **Node Operating System or Service State [patching_should_be_overwhelmed]** [float]
The score to give when the state should be overwhelmed, but is patching
- **Node Operating System or Service State [patching]** [float]
The score to give when the state is patching
- **Node Operating System or Service State [compromised_should_be_good]** [float]
The score to give when the state should be good, but is compromised
- **Node Operating System or Service State [compromised_should_be_patching]** [float]
The score to give when the state should be patching, but is compromised
- **Node Operating System or Service State [compromised_should_be_overwhelmed]** [float]
The score to give when the state should be overwhelmed, but is compromised
- **Node Operating System or Service State [compromised]** [float]
The score to give when the state is compromised
- **Node Operating System or Service State [overwhelmed_should_be_good]** [float]
The score to give when the state should be good, but is overwhelmed
- **Node Operating System or Service State [overwhelmed_should_be_patching]** [float]
The score to give when the state should be patching, but is overwhelmed
- **Node Operating System or Service State [overwhelmed_should_be_compromised]** [float]
The score to give when the state should be compromised, but is overwhelmed
- **Node Operating System or Service State [overwhelmed]** [float]
The score to give when the state is overwhelmed
- **Node File System State [good_should_be_repairing]** [float]
The score to give when the state should be repairing, but is good
- **Node File System State [good_should_be_restoring]** [float]
The score to give when the state should be restoring, but is good
- **Node File System State [good_should_be_corrupt]** [float]
The score to give when the state should be corrupt, but is good
- **Node File System State [good_should_be_destroyed]** [float]
The score to give when the state should be destroyed, but is good
- **Node File System State [repairing_should_be_good]** [float]
The score to give when the state should be good, but is repairing
- **Node File System State [repairing_should_be_restoring]** [float]
The score to give when the state should be restoring, but is repairing
- **Node File System State [repairing_should_be_corrupt]** [float]
The score to give when the state should be corrupt, but is repairing

- **Node File System State [repairing_should_be_destroyed]** [float]
The score to give when the state should be destroyed, but is repairing
- **Node File System State [repairing]** [float]
The score to give when the state is repairing
- **Node File System State [restoring_should_be_good]** [float]
The score to give when the state should be good, but is restoring
- **Node File System State [restoring_should_be_repairing]** [float]
The score to give when the state should be repairing, but is restoring
- **Node File System State [restoring_should_be_corrupt]** [float]
The score to give when the state should be corrupt, but is restoring
- **Node File System State [restoring_should_be_destroyed]** [float]
The score to give when the state should be destroyed, but is restoring
- **Node File System State [restoring]** [float]
The score to give when the state is restoring
- **Node File System State [corrupt_should_be_good]** [float]
The score to give when the state should be good, but is corrupt
- **Node File System State [corrupt_should_be_repairing]** [float]
The score to give when the state should be repairing, but is corrupt
- **Node File System State [corrupt_should_be_restoring]** [float]
The score to give when the state should be restoring, but is corrupt
- **Node File System State [corrupt_should_be_destroyed]** [float]
The score to give when the state should be destroyed, but is corrupt
- **Node File System State [corrupt]** [float]
The score to give when the state is corrupt
- **Node File System State [destroyed_should_be_good]** [float]
The score to give when the state should be good, but is destroyed
- **Node File System State [destroyed_should_be_repairing]** [float]
The score to give when the state should be repairing, but is destroyed
- **Node File System State [destroyed_should_be_restoring]** [float]
The score to give when the state should be restoring, but is destroyed
- **Node File System State [destroyed_should_be_corrupt]** [float]
The score to give when the state should be corrupt, but is destroyed
- **Node File System State [destroyed]** [float]
The score to give when the state is destroyed
- **Node File System State [scanning]** [float]
The score to give when the state is scanning

- **IER Status [red_ier_running]** [float]
The score to give when a red agent IER is permitted to run
- **IER Status [green_ier_blocked]** [float]
The score to give when a green agent IER is prevented from running

Patching / Reset Durations

- **os_patching_duration** [int]
The number of steps to take when patching an Operating System
- **node_reset_duration** [int]
The number of steps to take when resetting a node's hardware state
- **service_patching_duration** [int]
The number of steps to take when patching a service
- **file_system_repairing_limit** [int]:
The number of steps to take when repairing the file system
- **file_system_restoring_limit** [int]
The number of steps to take when restoring the file system
- **file_system_scanning_limit** [int]
The number of steps to take when scanning the file system
- **deterministic** [bool]
Set to true if the agent evaluation should be deterministic. Default is False
- **seed** [int]
Seed used in the randomisation in agent training. Default is None

3.3.2 The Lay Down Config

The lay down config file consists of the following attributes:

- **itemType: STEPS** [int]
- **item_type: PORTS** [int]
Provides a list of ports modelled in this session
- **item_type: SERVICES** [freetext]
Provides a list of services modelled in this session
- **item_type: NODE**
Defines a node included in the system laydown being simulated. It should consist of the following attributes:
 - **id** [int]: Unique ID for this YAML item
 - **name** [freetext]: Human-readable name of the component

- **node_class** [enum]: Relates to the base type of the node. Can be SERVICE, ACTIVE or PASSIVE. PASSIVE nodes do not have an operating system or services. ACTIVE nodes have an operating system, but no services. SERVICE nodes have both an operating system and one or more services
- **node_type** [enum]: Relates to the component type. Can be one of CCTV, SWITCH, COMPUTER, LINK, MONITOR, PRINTER, LOP, RTU, ACTUATOR or SERVER
- **priority** [enum]: Provides a priority for each node. Can be one of P1, P2, P3, P4 or P5 (which P1 being the highest)
- **hardware_state** [enum]: The initial hardware state of the node. Can be one of ON, OFF or RESETTING
- **ip_address** [IP address]: The IP address of the component in format xxx.xxx.xxx.xxx
- **software_state** [enum]: The initial state of the node operating system. Can be GOOD, PATCHING or COMPROMISED
- **file_system_state** [enum]: The initial state of the node file system. Can be GOOD, CORRUPT, DESTROYED, REPAIRING or RESTORING
- **services**: For each service associated with the node:
 - * **name** [freetext]: Free-text name of the service, but must match one of the services defined for the system in the services list
 - * **port** [int]: Integer value of the port related to this service, but must match one of the ports defined for the system in the ports list
 - * **state** [enum]: The initial state of the service. Can be one of GOOD, PATCHING, COMPROMISED or OVERWHELMED

- **item_type: LINK**

Defines a link included in the system laydown being simulated. It should consist of the following attributes:

- **id** [int]: Unique ID for this YAML item
- **name** [freetext]: Human-readable name of the component
- **bandwidth** [int]: The bandwidth (in bits/s) of the link
- **source** [int]: The ID of the source node
- **destination** [int]: The ID of the destination node

- **item_type: GREEN_IER**

Defines a green agent Information Exchange Requirement (IER). It should consist of:

- **id** [int]: Unique ID for this YAML item
- **start_step** [int]: The start step (in the episode) for this IER to begin
- **end_step** [int]: The end step (in the episode) for this IER to finish
- **load** [int]: The load (in bits/s) for this IER to apply to links
- **protocol** [freetext]: The protocol to apply to the links. This must match a value in the services list
- **port** [int]: The port that the protocol is running on. This must match a value in the ports list
- **source** [int]: The ID of the source node

- **destination** [int]: The ID of the destination node
- **mission_criticality** [enum]: The mission criticality of this IER (with 5 being highest, 1 lowest)

- **item_type: RED_IER**

Defines a red agent Information Exchange Requirement (IER). It should consist of:

- **id** [int]: Unique ID for this YAML item
- **start_step** [int]: The start step (in the episode) for this IER to begin
- **end_step** [int]: The end step (in the episode) for this IER to finish
- **load** [int]: The load (in bits/s) for this IER to apply to links
- **protocol** [freetext]: The protocol to apply to the links. This must match a value in the services list
- **port** [int]: The port that the protocol is running on. This must match a value in the ports list
- **source** [int]: The ID of the source node
- **destination** [int]: The ID of the destination node
- **mission_criticality** [enum]: Not currently used. Default to 0

- **item_type: GREEN_POL**

Defines a green agent pattern-of-life instruction. It should consist of:

- **id** [int]: Unique ID for this YAML item
- **start_step** [int]: The start step (in the episode) for this PoL to begin
- **end_step** [int]: Not currently used. Default to same as start step
- **nodeId** [int]: The ID of the node to apply the PoL to
- **type** [enum]: The type of PoL to apply. Can be one of OPERATING, OS or SERVICE
- **protocol** [freetext]: The protocol to be affected if SERVICE type is chosen. Must match a value in the services list
- **state** [enum]: The state to apply to the node (which represents the PoL change). Can be one of ON, OFF or RESETTING (for node state) or GOOD, PATCHING or COMPROMISED (for Software State) or GOOD, PATCHING, COMPROMISED or OVERWHELMED (for service state)

- **item_type: RED_POL**

Defines a red agent pattern-of-life instruction. It should consist of:

- **id** [int]: Unique ID for this YAML item
- **start_step** [int]: The start step (in the episode) for this PoL to begin
- **end_step** [int]: Not currently used. Default to same as start step
- **targetNodeId** [int]: The ID of the node to apply the PoL to
- **initiator** [enum]: What initiates the PoL. Can be DIRECT, IER or SERVICE
- **type** [enum]: The type of PoL to apply. Can be one of OPERATING, OS or SERVICE
- **protocol** [freetext]: The protocol to be affected if SERVICE type is chosen. Must match a value in the services list

- **state** [enum]: The state to apply to the node (which represents the PoL change). Can be one of ON, OFF or RESETTING (for node state) or GOOD, PATCHING or COMPROMISED (for Software State) or GOOD, PATCHING, COMPROMISED or OVERWHELMED (for service state) or GOOD, CORRUPT, DESTROYED, REPAIRING or RESTORING (for file system state)
 - **sourceNodeId** [int] The ID of the source node containing the service to check (used for SERVICE initiator)
 - **sourceNodeService** [freetext]: The service on the source node to check (used for SERVICE initiator). Must match a value in the services list for this node
 - **sourceNodeServiceState** [enum]: The state of the source node service to check (used for SERVICE initiator). Can be one of GOOD, PATCHING, COMPROMISED or OVERWHELMED
- **item_type: ACL_RULE**

Defines an initial Access Control List (ACL) rule. It should consist of:

- **id** [int]: Unique ID for this YAML item
- **permission** [enum]: Defines either an allow or deny rule. Value must be either DENY or ALLOW
- **source** [IP address]: Defines the source IP address for the rule in xxx.xxx.xxx.xxx format
- **destination** [IP address]: Defines the destination IP address for the rule in xxx.xxx.xxx.xxx format
- **protocol** [freetext]: Defines the protocol for the rule. Must match a value in the services list
- **port** [int]: Defines the port for the rule. Must match a value in the ports list
- **position** [int]: Defines where to place the ACL rule in the list. Lower index or (higher up in the list) means they are checked first. Index starts at 0 (Python indexes).

3.4 Run a PrimaITE Session

3.4.1 Run

A PrimaITE session can be ran either with the `primaite session` command from the cli (See `primaite.cli.session()`), or by calling `primaite.main.run()` from a Python terminal or Jupyter Notebook. Both the `primaite session` and `primaite.main.run()` take a training config and a lay down config as parameters.

Listing 17: Unix CLI

```
cd ~/primaite/2.0.0
source ./venv/bin/activate
primaite session --tc ./config/my_training_config.yaml --ldc ./config/my_lay_down_config.
↪yaml
```

Listing 18: Powershell CLI

```
cd ~\primaite\2.0.0
.\venv\Scripts\activate
primaite session --tc .\config\my_training_config.yaml --ldc .\config\my_lay_down_config.
↪yaml
```

Listing 19: Python

```
from primaiter.main import run

training_config = <path to training config yaml file>
lay_down_config = <path to lay down config yaml file>
run(training_config, lay_down_config)
```

When a session is ran, a session output sub-directory is created in the users app sessions directory (~/**primaiter**/2.0.0/sessions). The sub-directory is formatted as such: ~/primaiter/2.0.0/sessions/<yyyy-mm-dd>/<yyyy-mm-dd>_<hh-mm-dd>/

For example, when running a session at 17:30:00 on 31st January 2023, the session will output to: ~/primaiter/2.0.0/sessions/2023-01-31/2023-01-31_17-30-00/.

primaiter session can be ran in the terminal/command prompt without arguments. It will use the default configs in the directory **primaiter/config/example_config**.

To run a PrimAITE session using legacy training or laydown config files, add the **--legacy-tc** and/or **legacy-ldc** options.

Listing 20: Unix CLI

```
cd ~/primaiter/2.0.0
source ~/.venv/bin/activate
primaiter session --tc ./config/my_legacy_training_config.yaml --legacy-tc --ldc ./config/
↳my_legacy_lay_down_config.yaml --legacy-ldc
```

Listing 21: Powershell CLI

```
cd ~\primaiter\2.0.0
.\.venv\Scripts\activate
primaiter session --tc .\config\my_legacy_training_config.yaml --legacy-tc --ldc .\config\
↳my_legacy_lay_down_config.yaml --legacy-ldc
```

Listing 22: Python

```

from primaite.main import run

training_config = <path to legacy training config yaml file>
lay_down_config = <path to legacy lay down config yaml file>
run(training_config, lay_down_config, legacy_training_config=True, legacy_lay_down_
↪config=True)

```

3.4.2 Outputs

PrimAITE produces four types of outputs:

- Session Metadata
- Results
- Diagrams
- Saved agents (training checkpoints and a final trained agent)

Session Metadata

PrimAITE creates a `session_metadata.json` file that contains the following metadata:

- **uuid** - The UUID assigned to the session upon instantiation.
- **start_datetime** - The date & time the session started in iso format.
- **end_datetime** - The date & time the session ended in iso format.
- **learning**
 - **total_episodes** - The total number of training episodes completed.
 - **total_time_steps** - The total number of training time steps completed.
- **evaluation**
 - **total_episodes** - The total number of evaluation episodes completed.
 - **total_time_steps** - The total number of evaluation time steps completed.
- **env**
 - **training_config**
 - * All training config items
 - **lay_down_config**
 - * All lay down config items

Results

PrimAITE automatically creates two sets of results from each learning and evaluation session:

- Average reward per episode - a csv file listing the average reward for each episode of the session. This provides, for example, an indication of the change over a training session of the reward value
- All transactions - a csv file listing the following values for every step of every episode:
 - Timestamp
 - Episode number

- Step number
- Reward value
- Action taken (as presented by the blue agent on this step). Individual elements of the action space are presented in the format AS_X
- Initial observation space (what the blue agent observed when it decided its action)

Diagrams

- For each session, PrimAITE automatically creates a visualisation of the system / network lay down configuration.
- For each learning and evaluation task within the session, PrimAITE automatically plots the average reward per episode using PlotLY and saves it to the learning or evaluation subdirectory in the session directory.

Saved agents

For each training session, assuming the agent being trained implements the *save()* function and this function is called by the code, PrimAITE automatically saves the agent state.

Example Session Directory Structure

```
~/
├── primaite/
│   └── 2.0.0/
│       └── sessions/
│           └── 2023-07-18/
│               └── 2023-07-18_11-06-04/
│                   ├── evaluation/
│                   │   ├── all_transactions_2023-07-18_11-06-04.csv
│                   │   ├── average_reward_per_episode_2023-07-18_11-06-04.csv
│                   │   └── average_reward_per_episode_2023-07-18_11-06-04.png
│                   ├── learning/
│                   │   ├── all_transactions_2023-07-18_11-06-04.csv
│                   │   ├── average_reward_per_episode_2023-07-18_11-06-04.csv
│                   │   ├── average_reward_per_episode_2023-07-18_11-06-04.png
│                   │   ├── checkpoints/
│                   │   │   └── sb3ppo_10.zip
│                   │   ├── SB3_PPO.zip
│                   │   └── tensorboard_logs/
│                   │       ├── PPO_1/
│                   │       │   └── events.out.tfevents.1689674765.METD-9PMRFB3.42960.0
│                   │       ├── PPO_2/
│                   │       │   └── events.out.tfevents.1689674766.METD-9PMRFB3.42960.1
│                   │       ├── PPO_3/
│                   │       │   └── events.out.tfevents.1689674766.METD-9PMRFB3.42960.2
│                   │       ├── PPO_4/
│                   │       │   └── events.out.tfevents.1689674767.METD-9PMRFB3.42960.3
│                   │       ├── PPO_5/
│                   │       │   └── events.out.tfevents.1689674767.METD-9PMRFB3.42960.4
│                   │       ├── PPO_6/
│                   │       │   └── events.out.tfevents.1689674768.METD-9PMRFB3.42960.5
│                   │       ├── PPO_7/
│                   │       │   └── events.out.tfevents.1689674768.METD-9PMRFB3.42960.6
│                   │       ├── PPO_8/
│                   │       │   └── events.out.tfevents.1689674769.METD-9PMRFB3.42960.7
│                   │       └── PPO_9/
```

(continues on next page)

(continued from previous page)

```

├── events.out.tfevents.1689674770.METD-9PMRFB3.42960.8
│   └── PPO_10/
│       ├── events.out.tfevents.1689674770.METD-9PMRFB3.42960.9
│       └── network_2023-07-18_11-06-04.png
└── session_metadata.json

```

3.4.3 Loading a session

A previous session can be loaded by providing the **directory** of the previous session to either the `primaite session` command from the cli (See `primaite.cli.session()`), or by calling `primaite.main.run()` with `session_path`.

Listing 23: Unix CLI

```

cd ~/primaite/2.0.0
source ~/.venv/bin/activate
primaite session --load "path/to/session"

```

Listing 24: Powershell CLI

```

cd ~\primaite\2.0.0
.\.venv\Scripts\activate
primaite session --load "path\to\session"

```

Listing 25: Python

```

from primaite.main import run

run(session_path=<previous session directory>)

```

When PrimAITE runs a loaded session, PrimAITE will output in the provided session directory

3.5 Custom Agents

3.5.1 Integrating a user defined blue agent

Note: If you are planning to implement custom RL agents into PrimAITE, you must use the project as a repository. If you install PrimAITE as a python package from wheel, custom agents are not supported.

PrimAITE has integration with Ray RLLib and StableBaselines3 agents. All agents interface with PrimAITE through an `primaite.agents.agent_abc.AgentSessionABC` which provides Input/Output of agent savefiles, as well as capturing and plotting performance metrics during training and evaluation. If you wish to integrate a custom blue agent, it is recommended to create a subclass of the `primaite.agents.agent_abc.AgentSessionABC` and implement the `__init__()`, `_setup()`, `_save_checkpoint()`, `learn()`, `evaluate()`, `_get_latest_checkpoint`, `load()`, and `save()` methods.

Below is a barebones example of a custom agent implementation:

```

# src/primaites/agents/my_custom_agent.py

from primaites.agents.agent_abc import AgentSessionABC
from primaites.common.enums import AgentFramework, AgentIdentifier

class CustomAgent(AgentSessionABC):
    def __init__(self, training_config_path, lay_down_config_path):
        super().__init__(training_config_path, lay_down_config_path)
        assert self._training_config.agent_framework == AgentFramework.CUSTOM
        assert self._training_config.agent_identifier == AgentIdentifier.MY_AGENT
        self._setup()

    def _setup(self):
        super()._setup()
        self._env = Primaites(
            training_config_path=self._training_config_path,
            lay_down_config_path=self._lay_down_config_path,
            session_path=self.session_path,
            timestamp_str=self.timestamp_str,
        )
        self._agent = ... # your code to setup agent

    def _save_checkpoint(self):
        checkpoint_num = self._training_config.checkpoint_every_n_episodes
        episode_count = self._env.episode_count
        save_checkpoint = False
        if checkpoint_num:
            save_checkpoint = episode_count % checkpoint_num == 0
            # saves checkpoint if the episode count is not 0 and save_checkpoint flag was
↪ set to true
            if episode_count and save_checkpoint:
                ...
                # your code to save checkpoint goes here.
                # The path should start with self.checkpoints_path and include the episode
↪ number.

    def learn(self):
        ...
        # call your agent's learning function here.

        super().learn() # this will finalise learning and output session metadata
        self.save()

    def evaluate(self):
        ...
        # call your agent's evaluation function here.

        self._env.close()
        super().evaluate()

    def _get_latest_checkpoint(self):
        ...

```

(continues on next page)

(continued from previous page)

```

    # Load an agent from file.

    @classmethod
    def load(cls, path):
        ...
        # Create a CustomAgent object which loads model weights from file.

    def save(self):
        ...
        # Call your agent's function that saves it to a file

```

You will also need to modify `primaite.session.PrimaiteSession` and `primaite.common.enums` to capture your new agent identifiers.

```

# src/primaite/common/enums.py

class AgentIdentifier(Enum):
    """The Red Agent algo/class."""
    A2C = 1
    "Advantage Actor Critic"
    PPO = 2
    "Proximal Policy Optimization"
    HARDCODED = 3
    "The Hardcoded agents"
    DO_NOTHING = 4
    "The DoNothing agents"
    RANDOM = 5
    "The RandomAgent"
    DUMMY = 6
    "The DummyAgent"
    CUSTOM_AGENT = 7
    "Your custom agent"

```

```

# src/primaite_session.py

from primaite.agents.my_custom_agent import CustomAgent

# ...

def setup(self):
    """Performs the session setup."""
    if self._training_config.agent_framework == AgentFramework.CUSTOM:
        _LOGGER.debug(f"PrimaiteSession Setup: Agent Framework = {AgentFramework.CUSTOM}
↪")
        if self._training_config.agent_identifier == AgentIdentifier.CUSTOM_AGENT:
            self._agent_session = CustomAgent(self._training_config_path, self._lay_down_
↪config_path)
        if self._training_config.agent_identifier == AgentIdentifier.HARDCODED:
            _LOGGER.debug(f"PrimaiteSession Setup: Agent Identifier = " f"
↪{AgentIdentifier.HARDCODED}")
            if self._training_config.action_type == ActionType.NODE:
                # Deterministic Hardcoded Agent with Node Action Space

```

(continues on next page)

(continued from previous page)

```

        self._agent_session = HardCodedNodeAgent(self._training_config_path,
↪self._lay_down_config_path)

```

Finally, specify your agent in your training config.

```

# ~/primaite/2.0.0/config/path/to/your/config_main.yaml
# Training Config File
agent_framework: CUSTOM
agent_identifier: CUSTOM_AGENT
random_red_agent: False
# ...

```

Now you can *run a primaite session* with your custom agent by passing in the custom `config_main`.

3.6 Simulation

3.6.1 Contents

3.6.1.1 Simulation Structure

The simulation is made up of many smaller components which are related to each other in a tree-like structure. At the top level, there is an object called the `SimulationController` (doesn't exist yet), which has a physical network and a software controller for managing software and users.

Each node of the simulation 'tree' has responsibility for creating, deleting, and updating its direct descendants.

3.6.1.2 Actions

Agents can interact with the simulation by using actions. Actions are standardised with the `primaite.simulation.core.Action` class, which just holds a reference to two special functions.

1. The action function itself, it must accept a *request* parameters which is a list of strings that describe what the action should do. It must also accept a *context* dict which can house additional information surrounding the action. For example, the context will typically include information about which entity initiated the action.
2. A validator function. This function should return a boolean value that decides if the request is permitted or not. It uses the same parameters as the action function.

3.6.1.2.1 Action Permissions

When an agent tries to perform an action on a simulation component, that action will only be executed if the request is validated. For example, some actions can require that an agent is logged into an admin account. Each action defines its own permissions using an instance of `primaite.simulation.core.ActionPermissionValidator`. The below code snippet demonstrates usage of the `ActionPermissionValidator`.

```

from primaite.simulator.core import Action, ActionManager, SimComponent
from primaite.simulator.domain.controller import AccountGroup, GroupMembershipValidator

```

(continues on next page)

(continued from previous page)

```

class Smartphone(SimComponent):
    name: str
    apps = []

    def __init__(self, **kwargs):
        super().__init__(**kwargs)
        self.action_manager = ActionManager()

        self.action_manager.add_action(
            "reset_factory_settings",
            Action(
                func = lambda request, context: self.reset_factory_settings(),
                validator = GroupMembershipValidator([AccountGroup.DOMAIN_ADMIN]),
            ),
        )

    def reset_factory_settings(self):
        self.apps = []

phone = Smartphone(name="phone1")

# try to wipe the phone as a domain user, this will have no effect
phone.apply_action(["reset_factory_settings"], context={"request_source":{"groups":["DOMAIN_USER"]})

# try to wipe the phone as an admin user, this will wipe the phone
phone.apply_action(["reset_factory_settings"], context={"request_source":{"groups":["DOMAIN_ADMIN"]})

```

3.6.1.3 Base Hardware

The physical layer components are models of a NIC (Network Interface Card), SwitchPort, Node, Switch, and a Link. These components allow modelling of layer 1 (physical layer) in the OSI model and the nodes that connect to and transmit across layer 1.

3.6.1.3.1 NIC

The NIC class provides a realistic model of a Network Interface Card. The NIC acts as the interface between a Node and a Link, handling IP and MAC addressing, status, and sending/receiving frames.

3.6.1.3.1.1 Addressing

A NIC has both an IPv4 address and MAC address assigned:

- **ip_address** - The IPv4 address assigned to the NIC for communication on an IP network.
- **subnet_mask** - The subnet mask that defines the network subnet.
- **gateway** - The default gateway IP address for routing traffic beyond the local network.
- **mac_address** - A unique MAC address assigned to the NIC by the manufacturer.

3.6.1.3.1.2 Status

The status of the NIC is represented by:

- **enabled** - Indicates if the NIC is active/enabled or disabled/down. It must be enabled to send/receive frames.
- **connected_node** - The Node instance the NIC is attached to.
- **connected_link** - The Link instance the NIC is wired to.

3.6.1.3.1.3 Packet Capture

- **pcap** - A PacketCapture instance attached to the NIC for capturing all frames sent and received. This allows packet

capture and analysis.

3.6.1.3.1.4 Sending/Receiving Frames

The NIC can send and receive Frames to/from the connected Link:

- **send_frame()** - Sends a Frame through the NIC onto the attached Link.
- **receive_frame()** - Receives a Frame from the attached Link and processes it.

This allows a NIC to handle sending, receiving, and forwarding of network traffic at layer 2 of the OSI model. The Frames contain network data encapsulated with various protocol headers.

3.6.1.3.1.5 Basic Usage

```
nic1 = NIC(  
    ip_address="192.168.0.100",  
    subnet_mask="255.255.255.0",  
    gateway="192.168.0.1"  
)  
nic1.enable()  
frame = Frame(...)  
nic1.send_frame(frame)
```

3.6.1.3.2 SwitchPort

The SwitchPort models a port on a network switch. It has similar attributes and methods to NIC for addressing, status, packet capture, sending/receiving frames, etc.

Key attributes:

- **port_num**: The port number on the switch.
- **connected_switch**: The switch to which this port belongs.

3.6.1.3.3 Node

The Node class represents a base node that communicates on the Network.

3.6.1.3.3.1 Network Interfaces

A Node will typically have one or more NICs attached to it for network connectivity:

- **nics** - A dictionary containing the NIC instances attached to the Node. NICs can be added/removed.

3.6.1.3.3.2 Configuration

- **hostname** - Configured hostname of the Node.
- **operating_state** - Current operating state like ON or OFF. The NICs will be enabled/disabled based on this.

3.6.1.3.3.3 Network Services

A Node runs various network services and components for handling traffic:

- **session_manager** - Handles establishing sessions to/from the Node.
- **software_manager** - Manages software and applications on the Node.
- **arp** - ARP cache for resolving IP addresses to MAC addresses.
- **icmp** - ICMP service for responding to pings and echo requests.
- **sys_log** - System log service for logging internal events and messages.

The SysLog provides a logging mechanism for the Node:

The SysLog records informational, warning, and error events that occur on the Node during simulation. This allows debugging and tracing program execution and network activity for each simulated Node. Other Node services like ARP and ICMP, along with custom Applications, services, and Processes will log to the SysLog.

3.6.1.3.3.4 Sending/Receiving

The Node handles sending and receiving Frames via its attached NICs:

- **send_frame()** - Sends a Frame to the network through one of the Node's NICs.
- **receive_frame()** - Receives a Frame from the network through a NIC. The Node then processes it appropriately based

on the protocols and payload.

3.6.1.3.3.5 Basic Usage

```
node1 = Node(hostname='server1')
node1.operating_state = NodeOperatingState.ON

nic1 = NIC()
node1.connect_nic(nic1)

Send a frame
frame = Frame(...)
node1.send_frame(frame)
```

The Node class brings together the NICs, configuration, and services to model a full network node that can send, receive, process, and forward traffic on a simulated network.

3.6.1.3.4 Switch

The Switch subclass models a network switch. It inherits from Node and acts at layer 2 of the OSI model to forward frames based on MAC addresses.

3.6.1.3.4.1 Inherits Node Capabilities

Since Switch subclasses Node, it inherits all capabilities from Node like:

- **Managing NICs**
- **Running network services like ARP, ICMP**
- **Sending and receiving frames**
- **Maintaining system logs**

3.6.1.3.4.2 Ports

A Switch has multiple ports implemented using SwitchPort instances:

- **switch_ports** - A dictionary mapping port numbers to SwitchPort instances.
- **num_ports** - The number of ports the Switch has.

3.6.1.3.4.3 Forwarding

A Switch forwards frames between ports based on the destination MAC:

- **dst_mac_table** - MAC address table that maps MACs to SwitchPorts.
- **forward_frame()** - Forwards a frame out the port associated with the destination MAC.

When a frame is received on a SwitchPort:

1. The source MAC address is extracted from the frame.
2. An entry is added to `dst_mac_table` that maps this source MAC to the SwitchPort it was received on.
3. When a frame with that destination MAC is received in the future, it will be forwarded out this SwitchPort.

This allows the Switch to dynamically build up a mapping table between MAC addresses and SwitchPorts based on traffic received. If no entry exists for a destination MAC, it floods the frame out all ports.

3.6.1.3.5 Link

The Link class represents a physical link or connection between two network endpoints like NICs or SwitchPorts.

3.6.1.3.5.1 Endpoints

A Link connects two endpoints:

- **endpoint_a** - The first endpoint, a NIC or SwitchPort.
- **endpoint_b** - The second endpoint, a NIC or SwitchPort.

3.6.1.3.5.2 Transmission

Links transmit Frames between the endpoints:

- **transmit_frame()** - Sends a Frame from one endpoint to the other.

Uses bandwidth/load properties to determine if transmission is possible.

3.6.1.3.5.3 Bandwidth & Load

- **bandwidth** - The total capacity of the Link in Mbps.
- **current_load** - The current bandwidth utilization of the Link in Mbps.

As Frames are sent over the Link, the load increases. The Link tracks if there is enough unused capacity to transmit a Frame based on its size and the current load.

3.6.1.3.5.4 Status

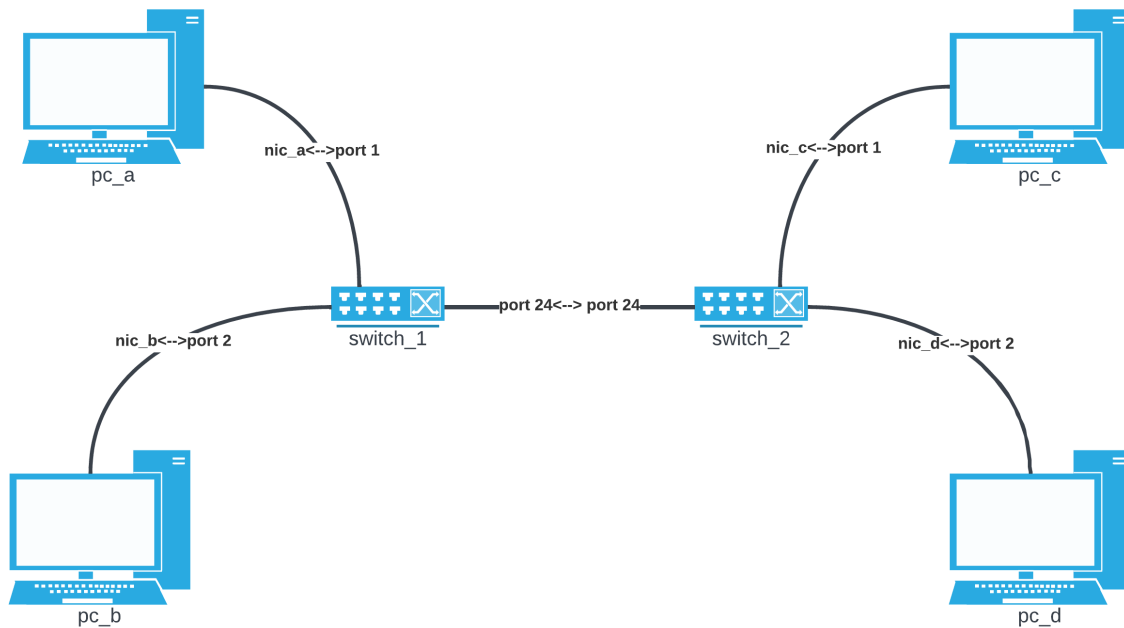
- **up** - Boolean indicating if the Link is currently up/active based on the endpoint status.
- **endpoint_up()/down()** - Notifies the Link when an endpoint goes up or down.

This allows the Link to realistically model the connection and transmission characteristics between two endpoints.

3.6.1.3.6 Putting it all Together

We'll now demonstrate how the nodes, NICs, switches, and links connect in a network, including full code examples and syslog extracts to illustrate the step-by-step process.

To demonstrate successful network communication between nodes and switches, we'll model a standard network with four PC's and two switches.



3.6.1.3.6.1 Create Nodes & NICs

First, we'll create the four nodes, each with a single NIC.

```

pc_a = Node(hostname="pc_a")
nic_a = NIC(ip_address="192.168.0.10", subnet_mask="255.255.255.0", gateway="192.168.0.1
↔")
pc_a.connect_nic(nic_a)
pc_a.power_on()

pc_b = Node(hostname="pc_b")
nic_b = NIC(ip_address="192.168.0.11", subnet_mask="255.255.255.0", gateway="192.168.0.1
↔")
pc_b.connect_nic(nic_b)
  
```

(continues on next page)

(continued from previous page)

```

pc_b.power_on()

pc_c = Node(hostname="pc_c")
nic_c = NIC(ip_address="192.168.0.12", subnet_mask="255.255.255.0", gateway="192.168.0.1
↔")
pc_c.connect_nic(nic_c)
pc_c.power_on()

pc_d = Node(hostname="pc_d")
nic_d = NIC(ip_address="192.168.0.13", subnet_mask="255.255.255.0", gateway="192.168.0.1
↔")
pc_d.connect_nic(nic_d)
pc_d.power_on()

```

This produces:

node_a NIC table

MAC Address	IP Address	Subnet Mask	Default Gateway	Speed (Mbps)	Status
80:af:f2:f6:58:b7	102.169.0.10	255.255.255.0	192.168.0.1	100	Disabled

node_a sys log

```

2023-08-08 15:50:08,355 INFO: Connected NIC 80:af:f2:f6:58:b7/192.168.0.10
2023-08-08 15:50:08,355 INFO: Turned on

```

node_b NIC table

MAC Address	IP Address	Subnet Mask	Default Gateway	Speed (Mbps)	Status
98:ad:eb:7c:dc:cb	102.169.0.11	255.255.255.0	192.168.0.1	100	Disabled

node_b sys log

```

2023-08-08 15:50:08,357 INFO: Connected NIC 98:ad:eb:7c:dc:cb/192.168.0.11
2023-08-08 15:50:08,357 INFO: Turned on

```

node_c NIC table

MAC Address	IP Address	Subnet Mask	Default Gateway	Speed (Mbps)	Status
bc:72:82:5d:82:a4	102.169.0.12	255.255.255.0	192.168.0.1	100	Disabled

node_c sys log

```

2023-08-08 15:50:08,358 INFO: Connected NIC bc:72:82:5d:82:a4/192.168.0.12
2023-08-08 15:50:08,358 INFO: Turned on

```

node_d NIC table

MAC Address	IP Address	Subnet Mask	Default Gateway	Speed (Mbps)	Status
84:20:7c:ec:a5:c6	102.169.0.13	255.255.255.0	192.168.0.1	100	Disabled

node_d sys log

```
2023-08-08 15:50:08,359 INFO: Connected NIC 84:20:7c:ec:a5:c6/192.168.0.13
2023-08-08 15:50:08,360 INFO: Turned on
```

3.6.1.3.6.2 Create Switches

Next, we'll create two six-port switches:

```
switch_1 = Switch(hostname="switch_1", num_ports=6)
switch_1.power_on()

switch_2 = Switch(hostname="switch_2", num_ports=6)
switch_2.power_on()
```

This produces:

switch_1 MAC table

Port	MAC Address	Speed (Mbps)	Status
1	9d:ac:59:a0:05:13	100	Disabled
2	45:f5:8e:b6:f5:d3	100	Disabled
3	ef:f5:b9:28:cb:ae	100	Disabled
4	88:76:0a:72:fc:14	100	Disabled
5	79:de:da:bd:e2:ba	100	Disabled
6	91:d5:83:a0:02:f2	100	Disabled

switch_1 sys log

```
2023-08-08 15:50:08,373 INFO: Turned on
```

switch_2 MAC table

Port	MAC Address	Speed (Mbps)	Status
1	aa:58:fa:66:d7:be	100	Disabled
2	72:d2:1e:88:e9:45	100	Disabled
3	8a:fc:2a:56:d5:c5	100	Disabled
4	fb:b5:9a:04:4a:49	100	Disabled
5	88:aa:48:d0:21:9e	100	Disabled
6	96:77:39:d1:de:44	100	Disabled

switch_2 sys log

```
2023-08-08 15:50:08,374 INFO: Turned on
```

3.6.1.3.6.3 Create Links

Finally, we'll create the five links that connect the nodes and the switches:

```
link_nic_a_switch_1 = Link(endpoint_a=nic_a, endpoint_b=switch_1.switch_ports[1])
link_nic_b_switch_1 = Link(endpoint_a=nic_b, endpoint_b=switch_1.switch_ports[2])
link_nic_c_switch_2 = Link(endpoint_a=nic_c, endpoint_b=switch_2.switch_ports[1])
link_nic_d_switch_2 = Link(endpoint_a=nic_d, endpoint_b=switch_2.switch_ports[2])
link_switch_1_switch_2 = Link(
    endpoint_a=switch_1.switch_ports[6], endpoint_b=switch_2.switch_ports[6]
)
```

This produces:

node_a NIC table

MAC Address	IP Address	Subnet Mask	Default Gateway	Speed (Mbps)	Status
80:af:f2:f6:58:b7	102.169.0.10	255.255.255.0	192.168.0.1	100	Enabled

node_a sys log

```
2023-08-08 15:50:08,355 INFO: Connected NIC 80:af:f2:f6:58:b7/192.168.0.10
2023-08-08 15:50:08,355 INFO: Turned on
2023-08-08 15:50:08,355 INFO: NIC 80:af:f2:f6:58:b7/192.168.0.10 enabled
```

node_b NIC table

MAC Address	IP Address	Subnet Mask	Default Gateway	Speed (Mbps)	Status
98:ad:eb:7c:dc:cb	102.169.0.11	255.255.255.0	192.168.0.1	100	Enabled

node_b sys log

```
2023-08-08 15:50:08,357 INFO: Connected NIC 98:ad:eb:7c:dc:cb/192.168.0.11
2023-08-08 15:50:08,357 INFO: Turned on
2023-08-08 15:50:08,357 INFO: NIC 98:ad:eb:7c:dc:cb/192.168.0.11 enabled
```

node_c NIC table

MAC Address	IP Address	Subnet Mask	Default Gateway	Speed (Mbps)	Status
bc:72:82:5d:82:a4	102.169.0.12	255.255.255.0	192.168.0.1	100	Enabled

node_c sys log

```
2023-08-08 15:50:08,358 INFO: Connected NIC bc:72:82:5d:82:a4/192.168.0.12
2023-08-08 15:50:08,358 INFO: Turned on
2023-08-08 15:50:08,358 INFO: NIC bc:72:82:5d:82:a4/192.168.0.12 enabled
```

node_d NIC table

MAC Address	IP Address	Subnet Mask	Default Gateway	Speed (Mbps)	Status
84:20:7c:ec:a5:c6	102.169.0.13	255.255.255.0	192.168.0.1	100	Enabled

node_d sys log

```
2023-08-08 15:50:08,359 INFO: Connected NIC 84:20:7c:ec:a5:c6/192.168.0.13
2023-08-08 15:50:08,360 INFO: Turned on
2023-08-08 15:50:08,360 INFO: NIC 84:20:7c:ec:a5:c6/192.168.0.13 enabled
```

switch_1 MAC table

Port	MAC Address	Speed (Mbps)	Status
1	9d:ac:59:a0:05:13	100	Enabled
2	45:f5:8e:b6:f5:d3	100	Enabled
3	ef:f5:b9:28:cb:ae	100	Disabled
4	88:76:0a:72:fc:14	100	Disabled
5	79:de:da:bd:e2:ba	100	Disabled
6	91:d5:83:a0:02:f2	100	Enabled

switch_1 sys log

```
2023-08-08 15:50:08,373 INFO: Turned on
2023-08-08 15:50:08,378 INFO: SwitchPort 9d:ac:59:a0:05:13 enabled
2023-08-08 15:50:08,380 INFO: SwitchPort 45:f5:8e:b6:f5:d3 enabled
2023-08-08 15:50:08,384 INFO: SwitchPort 91:d5:83:a0:02:f2 enabled
```

switch_2 MAC table

Port	MAC Address	Speed (Mbps)	Status
1	aa:58:fa:66:d7:be	100	Enabled
2	72:d2:1e:88:e9:45	100	Enabled
3	8a:fc:2a:56:d5:c5	100	Disabled
4	fb:b5:9a:04:4a:49	100	Disabled
5	88:aa:48:d0:21:9e	100	Disabled
6	96:77:39:d1:de:44	100	Enabled

switch_2 sys log

```
2023-08-08 15:50:08,374 INFO: Turned on
2023-08-08 15:50:08,381 INFO: SwitchPort aa:58:fa:66:d7:be enabled
2023-08-08 15:50:08,383 INFO: SwitchPort 72:d2:1e:88:e9:45 enabled
2023-08-08 15:50:08,384 INFO: SwitchPort 96:77:39:d1:de:44 enabled
```

3.6.1.3.6.4 Perform Ping

Now with the network setup and operational, we can perform a ping to confirm that communication between nodes over a switched network is possible. In the below example, we ping 192.168.0.13 (node_d) from node_a:

```
pc_a ping("192.168.0.13")
```

This produces:

node_a sys log

```
2023-08-08 15:50:08,355 INFO: Connected NIC 80:af:f2:f6:58:b7/192.168.0.10
2023-08-08 15:50:08,355 INFO: Turned on
2023-08-08 15:50:08,355 INFO: NIC 80:af:f2:f6:58:b7/192.168.0.10 enabled
2023-08-08 15:50:08,406 INFO: Attempting to ping 192.168.0.13
2023-08-08 15:50:08,406 INFO: No entry in ARP cache for 192.168.0.13
2023-08-08 15:50:08,406 INFO: Sending ARP request from NIC 80:af:f2:f6:58:b7/192.168.0.
↪10 for ip 192.168.0.13
2023-08-08 15:50:08,413 INFO: Received ARP response for 192.168.0.13 from_
↪84:20:7c:ec:a5:c6 via NIC 80:af:f2:f6:58:b7/192.168.0.10
2023-08-08 15:50:08,413 INFO: Adding ARP cache entry for 84:20:7c:ec:a5:c6/192.168.0.13_
↪via NIC 80:af:f2:f6:58:b7/192.168.0.10
2023-08-08 15:50:08,415 INFO: Sending echo request to 192.168.0.13
2023-08-08 15:50:08,417 INFO: Received echo reply from 192.168.0.13
2023-08-08 15:50:08,419 INFO: Sending echo request to 192.168.0.13
2023-08-08 15:50:08,421 INFO: Received echo reply from 192.168.0.13
2023-08-08 15:50:08,422 INFO: Sending echo request to 192.168.0.13
2023-08-08 15:50:08,424 INFO: Received echo reply from 192.168.0.13
2023-08-08 15:50:08,425 INFO: Sending echo request to 192.168.0.13
2023-08-08 15:50:08,427 INFO: Received echo reply from 192.168.0.13
```

node_b sys log

```
2023-08-08 15:50:08,357 INFO: Connected NIC 98:ad:eb:7c:dc:cb/192.168.0.11
2023-08-08 15:50:08,357 INFO: Turned on
2023-08-08 15:50:08,357 INFO: NIC 98:ad:eb:7c:dc:cb/192.168.0.11 enabled
2023-08-08 15:50:08,410 INFO: Received ARP request for 192.168.0.13 from_
↪80:af:f2:f6:58:b7/192.168.0.10
2023-08-08 15:50:08,410 INFO: Ignoring ARP request for 192.168.0.13
```

node_c sys log

```
2023-08-08 15:50:08,358 INFO: Connected NIC bc:72:82:5d:82:a4/192.168.0.12
2023-08-08 15:50:08,358 INFO: Turned on
2023-08-08 15:50:08,358 INFO: NIC bc:72:82:5d:82:a4/192.168.0.12 enabled
2023-08-08 15:50:08,411 INFO: Received ARP request for 192.168.0.13 from_
↪80:af:f2:f6:58:b7/192.168.0.10
2023-08-08 15:50:08,411 INFO: Ignoring ARP request for 192.168.0.13
```

node_d sys log

```
2023-08-08 15:50:08,359 INFO: Connected NIC 84:20:7c:ec:a5:c6/192.168.0.13
2023-08-08 15:50:08,360 INFO: Turned on
2023-08-08 15:50:08,360 INFO: NIC 84:20:7c:ec:a5:c6/192.168.0.13 enabled
```

(continues on next page)

(continued from previous page)

```

2023-08-08 15:50:08,412 INFO: Received ARP request for 192.168.0.13 from
↳80:af:f2:f6:58:b7/192.168.0.10
2023-08-08 15:50:08,412 INFO: Adding ARP cache entry for 80:af:f2:f6:58:b7/192.168.0.10
↳via NIC 84:20:7c:ec:a5:c6/192.168.0.13
2023-08-08 15:50:08,412 INFO: Sending ARP reply from 84:20:7c:ec:a5:c6/192.168.0.13 to
↳192.168.0.10/80:af:f2:f6:58:b7
2023-08-08 15:50:08,416 INFO: Received echo request from 192.168.0.10
2023-08-08 15:50:08,417 INFO: Sending echo reply to 192.168.0.10
2023-08-08 15:50:08,420 INFO: Received echo request from 192.168.0.10
2023-08-08 15:50:08,420 INFO: Sending echo reply to 192.168.0.10
2023-08-08 15:50:08,423 INFO: Received echo request from 192.168.0.10
2023-08-08 15:50:08,423 INFO: Sending echo reply to 192.168.0.10
2023-08-08 15:50:08,426 INFO: Received echo request from 192.168.0.10
2023-08-08 15:50:08,426 INFO: Sending echo reply to 192.168.0.10
    
```

switch_1 sys log

```

2023-08-08 15:50:08,373 INFO: Turned on
2023-08-08 15:50:08,378 INFO: SwitchPort 9d:ac:59:a0:05:13 enabled
2023-08-08 15:50:08,380 INFO: SwitchPort 45:f5:8e:b6:f5:d3 enabled
2023-08-08 15:50:08,384 INFO: SwitchPort 91:d5:83:a0:02:f2 enabled
2023-08-08 15:50:08,409 INFO: Added MAC table entry: Port 1 -> 80:af:f2:f6:58:b7
2023-08-08 15:50:08,413 INFO: Added MAC table entry: Port 6 -> 84:20:7c:ec:a5:c6
    
```

switch_2 sys log

```

2023-08-08 15:50:08,374 INFO: Turned on
2023-08-08 15:50:08,381 INFO: SwitchPort aa:58:fa:66:d7:be enabled
2023-08-08 15:50:08,383 INFO: SwitchPort 72:d2:1e:88:e9:45 enabled
2023-08-08 15:50:08,384 INFO: SwitchPort 96:77:39:d1:de:44 enabled
2023-08-08 15:50:08,411 INFO: Added MAC table entry: Port 6 -> 80:af:f2:f6:58:b7
2023-08-08 15:50:08,412 INFO: Added MAC table entry: Port 2 -> 84:20:7c:ec:a5:c6
    
```

3.6.1.4 Transport Layer to Data Link Layer

From the OSI Model, the transport layer (layer 4) through to the data link layer (layer 2) have been loosely modelled to provide somewhat realistic network Frame generation.

3.6.1.4.1 Transport Layer (Layer 4)

UDPHeader: Represents a UDP header for the transport layer of a Network Frame. It includes source and destination ports. UDP (User Datagram Protocol) is a connectionless and unreliable transport protocol used for data transmission.

TCPFlags: Enum representing TCP control flags used in a TCP connection, such as SYN, ACK, FIN, and RST. TCP (Transmission Control Protocol) is a connection-oriented and reliable transport protocol used for establishing and maintaining data streams.

TCPHeader: Represents a TCP header for the transport layer of a Network Frame. It includes source and destination ports and TCP flags. This header is used for establishing and managing TCP connections.

3.6.1.4.2 Network Layer (Layer 3)

IPProtocol: Enum representing transport layer protocols in the IP header, such as TCP, UDP, and ICMP. It is used to indicate the type of transport layer protocol being used in the IP header.

Precedence: Enum representing the Precedence levels in Quality of Service (QoS) for IP packets. It is used to specify the priority of IP packets for Quality of Service handling.

ICMPType: Enumeration of common ICMP (Internet Control Message Protocol) types. It defines various types of ICMP messages used for network troubleshooting and error reporting.

ICMPPacket: Models an ICMP header and includes ICMP type, code, identifier, and sequence number. It is used to create ICMP packets for network control and error reporting.

IPPacket: Represents the IP layer of a network frame. It includes source and destination IP addresses, protocol (TCP/UDP/ICMP), Time to Live (TTL), and Precedence for QoS. This header is used to route data packets across the network based on IP addresses.

3.6.1.4.3 PrimAITE Layer (Custom Layer)

The PrimAITE layer has a custom header represented by the `PrimAITEHeader` class. It is designed to carry PrimAITE-specific metadata required for reinforcement learning (RL) purposes.

PrimAITEHeader: This is a custom header for carrying PrimAITE-specific metadata. It contains the following fields:

- **agent_source:** Enum representing the agent source of the transmission, such as RED, GREEN, or BLUE. This field helps identify the source or category of the data transmission.
- **data_status:** Enum representing the status of the data in transmission, such as GOOD, COMPROMISED, or CORRUPT. This field indicates the integrity of the data being transmitted.

3.6.1.4.4 Data Link Layer (Layer 2)

ARPEntry: Represents an entry in the ARP cache. It consists of the following fields:

- **mac_address:** The MAC address associated with the IP address.
- **nic_uuid:** The NIC (Network Interface Card) UUID through which the NIC with the IP address is reachable.

ARPPacket: Represents the ARP layer of a network frame, and it includes the following fields:

- **request:** ARP operation. Set to True for a request and False for a reply.
- **sender_mac_addr:** Sender's MAC address.
- **sender_ip:** Sender's IP address (IPv4 format).
- **target_mac_addr:** Target's MAC address.
- **target_ip:** Target's IP address (IPv4 format).

EthernetHeader: Represents the Ethernet layer of a network frame. It includes source and destination MAC addresses. This header is used to identify the physical hardware addresses of devices on a local network.

Frame: Represents a complete network frame with all layers. It includes an `EthernetHeader`, an `IPPacket`, an optional `TCPHeader`, `UDPHeader`, or `ICMPPacket`, a `PrimAITEHeader` and an optional payload. This class combines all the headers and data to create a complete network frame that can be sent over the network and used in the PrimAITE simulation.

3.6.1.4.5 Basic Usage

3.6.1.4.5.1 TCP SYN Frame

Here we will model a TCP synchronize request from a port 80 on the host 192.168.0.100 which has a NIC with a MAC address of 'aa:bb:cc:dd:ee:ff' to port 8080 on the host 10.0.0.10 which has a NIC with a MAC address of '11:22:33:44:55:66'.

```

from primaite.simulator.network.transmission.data_link_layer import EthernetHeader, Frame
from primaite.simulator.network.transmission.network_layer import IPPacket, IPProtocol
from primaite.simulator.network.transmission.transport_layer import TCPFlags, TCPHeader

# Transport Layer
tcp_header = TCPHeader(
    src_port=80,
    dst_port=8080,
    flags=[TCPFlags.SYN]
)

# Network Layer
ip_packet = IPPacket(
    src_ip="192.168.0.100",
    dst_ip="10.0.0.10",
    protocol=IPProtocol.TCP
)

# Data Link Layer
ethernet_header = EthernetHeader(
    src_mac_addr="aa:bb:cc:dd:ee:ff",
    dst_mac_addr="11:22:33:44:55:66"
)

frame = Frame(
    ethernet=ethernet_header,
    ip=ip_packet,
    tcp=tcp_header,
)

```

This produces the following Frame (displayed in json format)

```

{
  "ethernet": {
    "src_mac_addr": "aa:bb:cc:dd:ee:ff",
    "dst_mac_addr": "11:22:33:44:55:66"
  },
  "ip": {
    "src_ip": "192.168.0.100",
    "dst_ip": "10.0.0.10",
    "protocol": "tcp",
    "ttl": 64,
    "precedence": 0
  },
  "tcp": {
    "src_port": 80,

```

(continues on next page)

(continued from previous page)

```
"dst_port": 8080,  
"flags": [  
  1  
]  
},  
"primaite": {  
  "agent_source": 2,  
  "data_status": 1  
}  
}
```

3.7 primaite

Functions

*getLogger*Get a PrimAITE logger.

3.7.1 primaite.getLogger

`primaite.getLogger(name: str) → Logger`

Get a PrimAITE logger.

Parameters

name – The logger name. Use `__name__`.

Returns

An instance of `logging.Logger` with the PrimAITE logging config.

<code>primaite.acl</code>	Access Control List.
<code>primaite.agents</code>	Common interface between RL agents from different libraries and PrimAITE.
<code>primaite.cli</code>	Provides a CLI using Typer as an entry point.
<code>primaite.common</code>	Objects which are shared between many PrimAITE modules.
<code>primaite.config</code>	Configuration parameters for running experiments.
<code>primaite.data_viz</code>	Utility to generate plots of sessions metrics after PrimAITE.
<code>primaite.environment</code>	Gym/Gymnasium environment for RL agents consisting of a simulated computer network.
<code>primaite.exceptions</code>	
<code>primaite.links</code>	Network connections between nodes in the simulation.
<code>primaite.main</code>	The main PrimAITE session runner module.
<code>primaite.nodes</code>	Nodes represent network hosts in the simulation.
<code>primaite.notebooks</code>	Contains default jupyter notebooks which demonstrate PrimAITE functionality.
<code>primaite.pol</code>	Pattern of Life- Represents the actions of users on the network.
<code>primaite.primaite_session</code>	Main entry point to PrimAITE.
<code>primaite.setup</code>	Utilities to prepare the user's data folders.
<code>primaite.simulator</code>	
<code>primaite.transactions</code>	Record data of the system's state and agent's observations and actions.
<code>primaite.utils</code>	Utilities for PrimAITE.

3.7.2 `primaite.acl`

Access Control List. Models firewall functionality.

<code>primaite.acl.access_control_list</code>	A class that implements the access control list implementation for the network.
<code>primaite.acl.acl_rule</code>	A class that implements an access control list rule.

3.7.2.1 primaite.acl.access_control_list

A class that implements the access control list implementation for the network.

Classes

<i>AccessControllist</i>	Access Control List class.
--------------------------	----------------------------

3.7.2.1.1 primaite.acl.access_control_list.AccessControllist

class primaite.acl.access_control_list.**AccessControllist**(*implicit_permission:* RulePermissionType, *max_acl_rules:* int)

Bases: object

Access Control List class.

Methods

<i>add_rule</i>	Adds a new rule.
<i>check_address_match</i>	Checks for IP address matches.
<i>get_dictionary_hash</i>	Produces a hash value for a rule.
<i>get_relevant_rules</i>	Get all ACL rules that relate to the given arguments.
<i>is_blocked</i>	Checks for rules that block a protocol / port.
<i>remove_all_rules</i>	Removes all rules.
<i>remove_rule</i>	Removes a rule.

Attributes

<i>acl</i>	Public access method for private <i>_acl</i> .
------------	--

__init__(*implicit_permission:* RulePermissionType, *max_acl_rules:* int) → None

Init.

property *acl*: List[**ACLRule** | None]

Public access method for private *_acl*.

add_rule(*_permission:* RulePermissionType, *_source_ip:* str, *_dest_ip:* str, *_protocol:* str, *_port:* str, *_position:* str) → None

Adds a new rule.

Args:

_permission: the permission value (e.g. "ALLOW" or "DENY") *_source_ip*: the source IP address
_dest_ip: the destination IP address *_protocol*: the protocol *_port*: the port *_position*: position to insert
 ACL rule into ACL list (starting from index 1 and NOT 0)

check_address_match(*_rule*: ACLRule, *_source_ip_address*: str, *_dest_ip_address*: str) → bool

Checks for IP address matches.

Parameters

- **_rule** (ACLRule) – The rule object to check
- **_source_ip_address** (str) – Source IP address to compare
- **_dest_ip_address** (str) – Destination IP address to compare

Returns

True if there is a match, otherwise False.

Return type

bool

get_dictionary_hash(*_permission*: RulePermissionType, *_source_ip*: str, *_dest_ip*: str, *_protocol*: str, *_port*: str) → int

Produces a hash value for a rule.

Args:

_permission: the permission value (e.g. “ALLOW” or “DENY”) *_source_ip*: the source IP address
_dest_ip: the destination IP address *_protocol*: the protocol *_port*: the port

Returns:

Hash value based on rule parameters.

get_relevant_rules(*_source_ip_address*: str, *_dest_ip_address*: str, *_protocol*: str, *_port*: str) → Dict[int, ACLRule]

Get all ACL rules that relate to the given arguments.

Parameters

- **_source_ip_address** – the source IP address to check
- **_dest_ip_address** – the destination IP address to check
- **_protocol** – the protocol to check
- **_port** – the port to check

Returns

Dictionary of all ACL rules that relate to the given arguments

Return type

Dict[int, ACLRule]

is_blocked(*_source_ip_address*: str, *_dest_ip_address*: str, *_protocol*: str, *_port*: str) → bool

Checks for rules that block a protocol / port.

Args:

_source_ip_address: the source IP address to check *_dest_ip_address*: the destination IP address to check
_protocol: the protocol to check *_port*: the port to check

Returns:

Indicates block if all conditions are satisfied.

remove_all_rules() → None

Removes all rules.

remove_rule(*_permission*: RulePermissionType, *_source_ip*: str, *_dest_ip*: str, *_protocol*: str, *_port*: str) → None

Removes a rule.

Args:

_permission: the permission value (e.g. “ALLOW” or “DENY”) *_source_ip*: the source IP address
_dest_ip: the destination IP address *_protocol*: the protocol *_port*: the port

3.7.2.2 primaite.acl.acl_rule

A class that implements an access control list rule.

Classes

<i>ACLRule</i>	Access Control List Rule class.
----------------	---------------------------------

3.7.2.2.1 primaite.acl.acl_rule.ACLRule

class primaite.acl.acl_rule.**ACLRule**(*_permission*: RulePermissionType, *_source_ip*: str, *_dest_ip*: str, *_protocol*: str, *_port*: str)

Bases: object

Access Control List Rule class.

Methods

<i>get_dest_ip</i>	Gets the desintation IP address attribute.
<i>get_permission</i>	Gets the permission attribute.
<i>get_port</i>	Gets the port attribute.
<i>get_protocol</i>	Gets the protocol attribute.
<i>get_source_ip</i>	Gets the source IP address attribute.

__init__(*_permission*: RulePermissionType, *_source_ip*: str, *_dest_ip*: str, *_protocol*: str, *_port*: str) → None

Initialise an ACL Rule.

Parameters

- **_permission** – The permission (ALLOW or DENY)
- **_source_ip** – The source IP address
- **_dest_ip** – The destination IP address
- **_protocol** – The rule protocol
- **_port** – The rule port

get_dest_ip() → str

Gets the destination IP address attribute.

Returns:

Returns destination IP address attribute

get_permission() → str

Gets the permission attribute.

Returns:

Returns permission attribute

get_port() → str

Gets the port attribute.

Returns:

Returns port attribute

get_protocol() → str

Gets the protocol attribute.

Returns:

Returns protocol attribute

get_source_ip() → str

Gets the source IP address attribute.

Returns:

Returns source IP address attribute

3.7.3 `primaite.agents`

Common interface between RL agents from different libraries and PrimAITE.

`primaite.agents.agent_abc`

`primaite.agents.hardcoded_abc`

`primaite.agents.hardcoded_acl`

`primaite.agents.hardcoded_node`

`primaite.agents.rllib`

`primaite.agents.sb3`

`primaite.agents.simple`

`primaite.agents.utils`

3.7.3.1 primaite.agents.agent_abc

Functions

<code>get_session_path</code>	Get the directory path the session will output to.
-------------------------------	--

3.7.3.1.1 primaite.agents.agent_abc.get_session_path

`primaite.agents.agent_abc.get_session_path(session_timestamp: datetime) → Path`

Get the directory path the session will output to.

This is set in the format of:

`~/primaite/2.0.0/sessions/<yyyy-mm-dd>/<yyyy-mm-dd>_<hh-mm-ss>.`

Parameters

session_timestamp – This is the datetime that the session started.

Returns

The session directory path.

Classes

<code>AgentSessionABC</code>	An ABC that manages training and/or evaluation of agents in PrimAITE.
------------------------------	---

3.7.3.1.2 primaite.agents.agent_abc.AgentSessionABC

```
class primaite.agents.agent_abc.AgentSessionABC(training_config_path: str | Path | None = None,
                                                lay_down_config_path: str | Path | None = None,
                                                session_path: str | Path | None = None,
                                                legacy_training_config: bool = False,
                                                legacy_lay_down_config: bool = False)
```

Bases: ABC

An ABC that manages training and/or evaluation of agents in PrimAITE.

This class cannot be directly instantiated and must be inherited from with all implemented abstract methods implemented.

Methods

<code>close</code>	Closes the agent.
<code>evaluate</code>	Evaluate the agent.
<code>export</code>	Export the agent to transportable file format.
<code>learn</code>	Train the agent.
<code>load</code>	Load an agent from file.
<code>save</code>	Save the agent.

Attributes

<code>checkpoints_path</code>	The Session checkpoints path.
<code>evaluation_path</code>	The evaluation outputs path.
<code>learning_path</code>	The learning outputs path.
<code>timestamp_str</code>	The session timestamp as a string.
<code>uuid</code>	The Agent Session UUID.
<code>session_path</code>	The Session path

abstract `__init__`(*training_config_path: str | Path | None = None, lay_down_config_path: str | Path | None = None, session_path: str | Path | None = None, legacy_training_config: bool = False, legacy_lay_down_config: bool = False*) → None

Initialise an agent session from config files, or load a previous session.

If training configuration and laydown configuration are provided with a session path, the session path will be used.

Parameters

- **training_config_path** (*Union[path, str]*) – YAML file containing configurable items defined in `primaite.config.training_config.TrainingConfig`
- **lay_down_config_path** (*Union[path, str]*) – YAML file containing configurable items for generating network laydown.
- **legacy_training_config** – True if the training config file is a legacy file from PrimAITE < 2.0, otherwise False.
- **legacy_lay_down_config** – True if the lay_down config file is a legacy file from PrimAITE < 2.0, otherwise False.
- **session_path** – directory path of the session to load

property checkpoints_path: Path

The Session checkpoints path.

close() → None

Closes the agent.

abstract evaluate(***kwargs: Any*) → None

Evaluate the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property evaluation_path: Path

The evaluation outputs path.

abstract export() → None

Export the agent to transportable file format.

abstract learn(***kwargs: Any*) → None

Train the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property learning_path: Path

The learning outputs path.

load(path: str | Path) → None

Load an agent from file.

abstract save() → None

Save the agent.

session_path

The Session path

property timestamp_str: str

The session timestamp as a string.

property uuid: str

The Agent Session UUID.

3.7.3.2 primaite.agents.hardcoded_abc

Classes

HardCodedAgentSessionABC

An Agent Session ABC for evaluation deterministic agents.

3.7.3.2.1 primaite.agents.hardcoded_abc.HardCodedAgentSessionABC

```
class primaite.agents.hardcoded_abc.HardCodedAgentSessionABC(training_config_path: str | Path |
    None = "", lay_down_config_path: str
    | Path | None = "", session_path: str |
    Path | None = None)
```

Bases: *AgentSessionABC*

An Agent Session ABC for evaluation deterministic agents.

This class cannot be directly instantiated and must be inherited from with all implemented abstract methods implemented.

Methods

<i>close</i>	Closes the agent.
<i>evaluate</i>	Evaluate the agent.
<i>export</i>	Export the agent to transportable file format.
<i>learn</i>	Train the agent.
<i>load</i>	Load an agent from file.
<i>save</i>	Save the agent.

Attributes

<code>checkpoints_path</code>	The Session checkpoints path.
<code>evaluation_path</code>	The evaluation outputs path.
<code>learning_path</code>	The learning outputs path.
<code>timestamp_str</code>	The session timestamp as a string.
<code>uuid</code>	The Agent Session UUID.

`__init__(training_config_path: str | Path | None = "", lay_down_config_path: str | Path | None = "", session_path: str | Path | None = None) → None`

Initialise a hardcoded agent session.

Parameters

- **training_config_path** (`Union[path, str]`) – YAML file containing configurable items defined in `primaite.config.training_config.TrainingConfig`
- **lay_down_config_path** (`Union[path, str]`) – YAML file containing configurable items for generating network laydown.

property checkpoints_path: Path

The Session checkpoints path.

close() → None

Closes the agent.

evaluate(kwargs: Any)** → None

Evaluate the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property evaluation_path: Path

The evaluation outputs path.

export() → None

Export the agent to transportable file format.

learn(kwargs: Any)** → None

Train the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property learning_path: Path

The learning outputs path.

classmethod load(path: str | Path | None = None) → None

Load an agent from file.

save() → None

Save the agent.

session_path

The Session path

property timestamp_str: str
 The session timestamp as a string.

property uuid: str
 The Agent Session UUID.

3.7.3.3 primaite.agents.hardcoded_acl

Classes

<i>HardCodedACLAgent</i>	An Agent Session class that implements a deterministic ACL agent.
--------------------------	---

3.7.3.3.1 primaite.agents.hardcoded_acl.HardCodedACLAgent

class primaite.agents.hardcoded_acl.HardCodedACLAgent(*training_config_path: str | Path | None = "", lay_down_config_path: str | Path | None = "", session_path: str | Path | None = None*)

Bases: *HardCodedAgentSessionABC*

An Agent Session class that implements a deterministic ACL agent.

Methods

<i>close</i>	Closes the agent.
<i>evaluate</i>	Evaluate the agent.
<i>export</i>	Export the agent to transportable file format.
<i>get_allow_acl_rules</i>	List ALLOW rules relating to specified nodes.
<i>get_allow_acl_rules_for_ier</i>	Get all allowing ACL rules for an IER.
<i>get_blocked_green_iers</i>	Get blocked green IERs.
<i>get_blocking_acl_rules_for_ier</i>	Get blocking ACL rules for an IER.
<i>get_deny_acl_rules</i>	List DENY rules relating to specified nodes.
<i>get_matching_acl_rules</i>	Filter ACL rules to only those which are relevant to the specified nodes.
<i>get_matching_acl_rules_for_ier</i>	Get list of ACL rules which are relevant to an IER.
<i>learn</i>	Train the agent.
<i>load</i>	Load an agent from file.
<i>save</i>	Save the agent.

Attributes

<code>checkpoints_path</code>	The Session checkpoints path.
<code>evaluation_path</code>	The evaluation outputs path.
<code>learning_path</code>	The learning outputs path.
<code>timestamp_str</code>	The session timestamp as a string.
<code>uuid</code>	The Agent Session UUID.

`__init__(training_config_path: str | Path | None = "", lay_down_config_path: str | Path | None = "", session_path: str | Path | None = None) → None`

Initialise a hardcoded agent session.

Parameters

- **training_config_path** (*Union[path, str]*) – YAML file containing configurable items defined in *primaite.config.training_config.TrainingConfig*
- **lay_down_config_path** (*Union[path, str]*) – YAML file containing configurable items for generating network laydown.

property checkpoints_path: Path

The Session checkpoints path.

close() → None

Closes the agent.

evaluate(kwargs: Any)** → None

Evaluate the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property evaluation_path: Path

The evaluation outputs path.

export() → None

Export the agent to transportable file format.

get_allow_acl_rules(*source_node_id: int, dest_node_id: str, protocol: int, port: str, acl: AccessControlList, nodes: Dict[str, ActiveNode | PassiveNode | ServiceNode], services_list: List[str]*) → Dict[int, ACLRule]

List ALLOW rules relating to specified nodes.

Parameters

- **source_node_id** (*int*) – Source node id
- **dest_node_id** (*str*) – Destination node
- **protocol** (*int*) – Network protocol
- **port** (*str*) – Port
- **acl** (*AccessControlList*) – Firewall ruleset which is applied to the network
- **nodes** (*Dict[str, NodeUnion]*) – The simulation's node store
- **services_list** (*List[str]*) – Services list

Returns

Filtered ACL Rule directory which includes only those rules which affect the specified source and desination nodes

Return type

Dict[str, *ACLRule*]

get_allow_acl_rules_for_ier(*ier*: IER, *acl*: AccessControlList, *nodes*: Dict[str, ActiveNode | PassiveNode | ServiceNode]) → Dict[int, *ACLRule*]

Get all allowing ACL rules for an IER.

Parameters

- **ier** (IER) – Information Exchange Request to query against the ACL list
- **acl** (AccessControlList) – Firewall rules
- **nodes** (Dict[str, NodeUnion]) – Nodes in the network

Returns

description

Return type

type

get_blocked_green_iers(*green_iers*: Dict[str, IER], *acl*: AccessControlList, *nodes*: Dict[str, ActiveNode | PassiveNode | ServiceNode]) → Dict[str, IER]

Get blocked green IERs.

Parameters

- **green_iers** (Dict[str, IER]) – Green IERs to check for being
- **acl** (AccessControlList) – Firewall rules
- **nodes** (Dict[str, NodeUnion]) – Nodes in the network

Returns

Same as *green_iers* input dict, but filtered to only contain the blocked ones.

Return type

Dict[str, IER]

get_blocking_acl_rules_for_ier(*ier*: IER, *acl*: AccessControlList, *nodes*: Dict[str, ActiveNode | PassiveNode | ServiceNode]) → Dict[int, *ACLRule*]

Get blocking ACL rules for an IER.

Warning: Can return empty dict but IER can still be blocked by default (No ALLOW rule, therefore blocked).

Parameters

- **ier** (IER) – Information Exchange Request to query against the ACL list
- **acl** (AccessControlList) – Firewall rules
- **nodes** (Dict[str, NodeUnion]) – Nodes in the network

Returns

description

Return type

`_type_`

get_deny_acl_rules(*source_node_id: int, dest_node_id: str, protocol: int, port: str, acl: AccessControlList, nodes: Dict[str, ActiveNode | PassiveNode | ServiceNode], services_list: List[str]*) → Dict[int, ACLRule]

List DENY rules relating to specified nodes.

Parameters

- **source_node_id** (*int*) – Source node id
- **dest_node_id** (*str*) – Destination node
- **protocol** (*int*) – Network protocol
- **port** (*str*) – Port
- **acl** (*AccessControlList*) – Firewall ruleset which is applied to the network
- **nodes** (*Dict[str, NodeUnion]*) – The simulation’s node store
- **services_list** (*List[str]*) – Services list

Returns

Filtered ACL Rule directory which includes only those rules which affect the specified source and desination nodes

Return type

Dict[str, ACLRule]

get_matching_acl_rules(*source_node_id: str, dest_node_id: str, protocol: str, port: str, acl: AccessControlList, nodes: Dict[str, ServiceNode | ActiveNode], services_list: List[str]*) → Dict[int, ACLRule]

Filter ACL rules to only those which are relevant to the specified nodes.

Parameters

- **source_node_id** (*str*) – Source node
- **dest_node_id** (*str*) – Destination nodes
- **protocol** (*str*) – Network protocol
- **port** (*str*) – Network port
- **acl** (*AccessControlList*) – Access Control list which will be filtered
- **nodes** (*Dict[str, Union[ServiceNode, ActiveNode]]*) – The environment’s node directory.
- **services_list** (*List[str]*) – List of services registered for the environment.

Returns

Filtered version of ‘acl’

Return type

Dict[str, ACLRule]

get_matching_acl_rules_for_ier(*ier: IER, acl: AccessControlList, nodes: Dict[str, ActiveNode | PassiveNode | ServiceNode]*) → Dict[int, ACLRule]

Get list of ACL rules which are relevant to an IER.

Parameters

- **ier** (*IER*) – Information Exchange Request to query against the ACL list
- **acl** (*AccessControlList*) – Firewall rules
- **nodes** (*Dict[str, NodeUnion]*) – Nodes in the network

Returns

description

Return type

type

learn(***kwards: Any*) → None

Train the agent.

Parameters

kwards – Any agent-specific key-word args to be passed.

property learning_path: Path

The learning outputs path.

classmethod load(*path: str | Path | None = None*) → None

Load an agent from file.

save() → None

Save the agent.

session_path

The Session path

property timestamp_str: str

The session timestamp as a string.

property uuid: str

The Agent Session UUID.

3.7.3.4 `primaite.agents.hardcoded_node`

Classes

<i>HardCodedNodeAgent</i>	An Agent Session class that implements a deterministic Node agent.
---------------------------	--

3.7.3.4.1 `primaite.agents.hardcoded_node.HardCodedNodeAgent`

class `primaite.agents.hardcoded_node.HardCodedNodeAgent`(*training_config_path: str | Path | None = "*
lay_down_config_path: str | Path | None =
", session_path: str | Path | None = None)

Bases: *HardCodedAgentSessionABC*

An Agent Session class that implements a deterministic Node agent.

Methods

<code>close</code>	Closes the agent.
<code>evaluate</code>	Evaluate the agent.
<code>export</code>	Export the agent to transportable file format.
<code>learn</code>	Train the agent.
<code>load</code>	Load an agent from file.
<code>save</code>	Save the agent.

Attributes

<code>checkpoints_path</code>	The Session checkpoints path.
<code>evaluation_path</code>	The evaluation outputs path.
<code>learning_path</code>	The learning outputs path.
<code>timestamp_str</code>	The session timestamp as a string.
<code>uuid</code>	The Agent Session UUID.

`__init__(training_config_path: str | Path | None = "", lay_down_config_path: str | Path | None = "", session_path: str | Path | None = None) → None`

Initialise a hardcoded agent session.

Parameters

- **training_config_path** (`Union[path, str]`) – YAML file containing configurable items defined in `primaiter.config.training_config.TrainingConfig`
- **lay_down_config_path** (`Union[path, str]`) – YAML file containing configurable items for generating network laydown.

property checkpoints_path: Path

The Session checkpoints path.

close() → None

Closes the agent.

evaluate(kwargs: Any)** → None

Evaluate the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property evaluation_path: Path

The evaluation outputs path.

export() → None

Export the agent to transportable file format.

learn(kwargs: Any)** → None

Train the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property learning_path: Path

The learning outputs path.

classmethod load(*path: str | Path | None = None*) → None

Load an agent from file.

save() → None

Save the agent.

session_path

The Session path

property timestamp_str: str

The session timestamp as a string.

property uuid: str

The Agent Session UUID.

3.7.3.5 primaite.agents.rllib

3.7.3.6 primaite.agents.sb3

Classes

<i>SB3Agent</i>	An AgentSession class that implements a Stable Baselines3 agent.
-----------------	--

3.7.3.6.1 primaite.agents.sb3.SB3Agent

```
class primaite.agents.sb3.SB3Agent(training_config_path: str | Path | None = None,  
lay_down_config_path: str | Path | None = None, session_path: str |  
Path | None = None, legacy_training_config: bool = False,  
legacy_lay_down_config: bool = False)
```

Bases: *AgentSessionABC*

An AgentSession class that implements a Stable Baselines3 agent.

Methods

<i>close</i>	Closes the agent.
<i>evaluate</i>	Evaluate the agent.
<i>export</i>	Export the agent to transportable file format.
<i>learn</i>	Train the agent.
<i>load</i>	Load an agent from file.
<i>save</i>	Save the agent.

Attributes

<code>checkpoints_path</code>	The Session checkpoints path.
<code>evaluation_path</code>	The evaluation outputs path.
<code>learning_path</code>	The learning outputs path.
<code>timestamp_str</code>	The session timestamp as a string.
<code>uuid</code>	The Agent Session UUID.

`__init__`(*training_config_path: str | Path | None = None, lay_down_config_path: str | Path | None = None, session_path: str | Path | None = None, legacy_training_config: bool = False, legacy_lay_down_config: bool = False*) → None

Initialise the SB3 Agent training session.

Parameters

- **training_config_path** (*Union[path, str]*) – YAML file containing configurable items defined in `primaite.config.training_config.TrainingConfig`
- **lay_down_config_path** (*Union[path, str]*) – YAML file containing configurable items for generating network laydown.
- **legacy_training_config** – True if the training config file is a legacy file from PrimAITE < 2.0, otherwise False.
- **legacy_lay_down_config** – True if the lay_down config file is a legacy file from PrimAITE < 2.0, otherwise False.

Raises

- **ValueError** – If the training config contains an unexpected value for `agent_framework` (should be “SB3”)
- **ValueError** – If the training config contains an unexpected value for `agent_identifies` (should be *PPO* or *A2C*)

property checkpoints_path: Path

The Session checkpoints path.

close() → None

Closes the agent.

evaluate(***kwargs: Any*) → None

Evaluate the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property evaluation_path: Path

The evaluation outputs path.

export() → None

Export the agent to transportable file format.

learn(***kwargs: Any*) → None

Train the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property learning_path: Path

The learning outputs path.

load(path: str | Path) → None

Load an agent from file.

save() → None

Save the agent.

session_path

The Session path

property timestamp_str: str

The session timestamp as a string.

property uuid: str

The Agent Session UUID.

3.7.3.7 primaite.agents.simple

Classes

<i>DoNothingACLAgent</i>	A do nothing ACL agent.
<i>DoNothingNodeAgent</i>	A do nothing Node agent.
<i>DummyAgent</i>	A Dummy Agent.
<i>RandomAgent</i>	A Random Agent.

3.7.3.7.1 primaite.agents.simple.DoNothingACLAgent

```
class primaite.agents.simple.DoNothingACLAgent(training_config_path: str | Path | None = "",
                                               lay_down_config_path: str | Path | None = "",
                                               session_path: str | Path | None = None)
```

Bases: *HardCodedAgentSessionABC*

A do nothing ACL agent.

A valid ACL action that has no effect; does nothing.

Methods

<i>close</i>	Closes the agent.
<i>evaluate</i>	Evaluate the agent.
<i>export</i>	Export the agent to transportable file format.
<i>learn</i>	Train the agent.
<i>load</i>	Load an agent from file.
<i>save</i>	Save the agent.

Attributes

<code>checkpoints_path</code>	The Session checkpoints path.
<code>evaluation_path</code>	The evaluation outputs path.
<code>learning_path</code>	The learning outputs path.
<code>timestamp_str</code>	The session timestamp as a string.
<code>uuid</code>	The Agent Session UUID.

`__init__(training_config_path: str | Path | None = "", lay_down_config_path: str | Path | None = "", session_path: str | Path | None = None) → None`

Initialise a hardcoded agent session.

Parameters

- **training_config_path** (*Union[path, str]*) – YAML file containing configurable items defined in `primaite.config.training_config.TrainingConfig`
- **lay_down_config_path** (*Union[path, str]*) – YAML file containing configurable items for generating network laydown.

property checkpoints_path: Path

The Session checkpoints path.

close() → None

Closes the agent.

evaluate(kwargs: Any)** → None

Evaluate the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property evaluation_path: Path

The evaluation outputs path.

export() → None

Export the agent to transportable file format.

learn(kwargs: Any)** → None

Train the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property learning_path: Path

The learning outputs path.

classmethod load(path: str | Path | None = None) → None

Load an agent from file.

save() → None

Save the agent.

session_path

The Session path

property timestamp_str: str
The session timestamp as a string.

property uuid: str
The Agent Session UUID.

3.7.3.7.2 primaite.agents.simple.DoNothingNodeAgent

```
class primaite.agents.simple.DoNothingNodeAgent(training_config_path: str | Path | None = "",
                                                lay_down_config_path: str | Path | None = "",
                                                session_path: str | Path | None = None)
```

Bases: *HardCodedAgentSessionABC*

A do nothing Node agent.

A valid Node action that has no effect; does nothing.

Methods

<i>close</i>	Closes the agent.
<i>evaluate</i>	Evaluate the agent.
<i>export</i>	Export the agent to transportable file format.
<i>learn</i>	Train the agent.
<i>load</i>	Load an agent from file.
<i>save</i>	Save the agent.

Attributes

<i>checkpoints_path</i>	The Session checkpoints path.
<i>evaluation_path</i>	The evaluation outputs path.
<i>learning_path</i>	The learning outputs path.
<i>timestamp_str</i>	The session timestamp as a string.
<i>uuid</i>	The Agent Session UUID.

```
__init__(training_config_path: str | Path | None = "", lay_down_config_path: str | Path | None = "",
         session_path: str | Path | None = None) → None
```

Initialise a hardcoded agent session.

Parameters

- **training_config_path** (*Union[path, str]*) – YAML file containing configurable items defined in *primaite.config.training_config.TrainingConfig*
- **lay_down_config_path** (*Union[path, str]*) – YAML file containing configurable items for generating network laydown.

property checkpoints_path: Path
The Session checkpoints path.

close() → None
Closes the agent.

evaluate(**kwargs: Any) → None

Evaluate the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property evaluation_path: Path

The evaluation outputs path.

export() → None

Export the agent to transportable file format.

learn(**kwargs: Any) → None

Train the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property learning_path: Path

The learning outputs path.

classmethod load(path: str | Path | None = None) → None

Load an agent from file.

save() → None

Save the agent.

session_path

The Session path

property timestamp_str: str

The session timestamp as a string.

property uuid: str

The Agent Session UUID.

3.7.3.7.3 `primaite.agents.simple.DummyAgent`

```
class primaite.agents.simple.DummyAgent(training_config_path: str | Path | None = "",
                                         lay_down_config_path: str | Path | None = "", session_path: str |
                                         Path | None = None)
```

Bases: *HardCodedAgentSessionABC*

A Dummy Agent.

All action spaces setup so dummy action is always 0 regardless of action type used.

Methods

<code>close</code>	Closes the agent.
<code>evaluate</code>	Evaluate the agent.
<code>export</code>	Export the agent to transportable file format.
<code>learn</code>	Train the agent.
<code>load</code>	Load an agent from file.
<code>save</code>	Save the agent.

Attributes

<code>checkpoints_path</code>	The Session checkpoints path.
<code>evaluation_path</code>	The evaluation outputs path.
<code>learning_path</code>	The learning outputs path.
<code>timestamp_str</code>	The session timestamp as a string.
<code>uuid</code>	The Agent Session UUID.

`__init__(training_config_path: str | Path | None = "", lay_down_config_path: str | Path | None = "", session_path: str | Path | None = None) → None`

Initialise a hardcoded agent session.

Parameters

- **training_config_path** (*Union[path, str]*) – YAML file containing configurable items defined in *primaiter.config.training_config.TrainingConfig*
- **lay_down_config_path** (*Union[path, str]*) – YAML file containing configurable items for generating network laydown.

property checkpoints_path: Path

The Session checkpoints path.

close() → None

Closes the agent.

evaluate(kwargs: Any)** → None

Evaluate the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property evaluation_path: Path

The evaluation outputs path.

export() → None

Export the agent to transportable file format.

learn(kwargs: Any)** → None

Train the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property learning_path: Path

The learning outputs path.

classmethod load(*path: str | Path | None = None*) → None

Load an agent from file.

save() → None

Save the agent.

session_path

The Session path

property timestamp_str: str

The session timestamp as a string.

property uuid: str

The Agent Session UUID.

3.7.3.7.4 `primaite.agents.simple.RandomAgent`

```
class primaite.agents.simple.RandomAgent(training_config_path: str | Path | None = "
lay_down_config_path: str | Path | None = ", session_path: str
| Path | None = None)
```

Bases: `HardCodedAgentSessionABC`

A Random Agent.

Get a completely random action from the action space.

Methods

<code>close</code>	Closes the agent.
<code>evaluate</code>	Evaluate the agent.
<code>export</code>	Export the agent to transportable file format.
<code>learn</code>	Train the agent.
<code>load</code>	Load an agent from file.
<code>save</code>	Save the agent.

Attributes

<code>checkpoints_path</code>	The Session checkpoints path.
<code>evaluation_path</code>	The evaluation outputs path.
<code>learning_path</code>	The learning outputs path.
<code>timestamp_str</code>	The session timestamp as a string.
<code>uuid</code>	The Agent Session UUID.

```
__init__(training_config_path: str | Path | None = ", lay_down_config_path: str | Path | None = ",
session_path: str | Path | None = None) → None
```

Initialise a hardcoded agent session.

Parameters

- **training_config_path** (*Union[path, str]*) – YAML file containing configurable items defined in *primaite.config.training_config.TrainingConfig*
- **lay_down_config_path** (*Union[path, str]*) – YAML file containing configurable items for generating network laydown.

property checkpoints_path: Path

The Session checkpoints path.

close() → None

Closes the agent.

evaluate(kwargs: Any)** → None

Evaluate the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property evaluation_path: Path

The evaluation outputs path.

export() → None

Export the agent to transportable file format.

learn(kwargs: Any)** → None

Train the agent.

Parameters

kwargs – Any agent-specific key-word args to be passed.

property learning_path: Path

The learning outputs path.

classmethod load(path: str | Path | None = None) → None

Load an agent from file.

save() → None

Save the agent.

session_path

The Session path

property timestamp_str: str

The session timestamp as a string.

property uuid: str

The Agent Session UUID.

3.7.3.8 primaite.agents.utils

Functions

<code>convert_to_new_obs</code>	Convert original gym Box observation space to new multiDiscrete observation space.
<code>convert_to_old_obs</code>	Convert to old observation.
<code>describe_obs_change</code>	Build a string describing the difference between two observations.
<code>get_new_action</code>	Get new action (e.g.
<code>get_node_of_ip</code>	Get the node ID of an IP address.
<code>is_valid_acl_action</code>	Is the ACL action an actual valid action.
<code>is_valid_acl_action_extra</code>	Harsher version of valid acl actions, does not allow action.
<code>is_valid_node_action</code>	Is the node action an actual valid action.
<code>transform_action_acl_enum</code>	Convert acl action from readable str format, to enumerated format.
<code>transform_action_acl_readable</code>	Transform an ACL action to a more readable format.
<code>transform_action_node_enum</code>	Convert a node action from readable string format, to enumerated format.
<code>transform_action_node_readable</code>	Convert a node action from enumerated format to readable format.
<code>transform_change_obs_readable</code>	Transform list of transactions to readable list of each observation property.
<code>transform_obs_readable</code>	Transform observation to readable format.

3.7.3.8.1 `primaite.agents.utils.convert_to_new_obs`

`primaite.agents.utils.convert_to_new_obs(obs: ndarray, num_nodes: int = 10) → ndarray`

Convert original gym Box observation space to new multiDiscrete observation space.

Parameters

- **obs** (*np.ndarray*) – observation in the ‘old’ (NodeLinkTable) format
- **num_nodes** (*int, optional*) – number of nodes in the network, defaults to 10

Returns

reformatted observation

Return type

`np.ndarray`

3.7.3.8.2 `primaite.agents.utils.convert_to_old_obs`

`primaite.agents.utils.convert_to_old_obs(obs: ndarray, num_nodes: int = 10, num_links: int = 10, num_services: int = 1) → ndarray`

Convert to old observation.

Links filled with 0’s as no information is included in new observation space.

example: `obs = array([1, 1, 1, 1, 1, 1, 1, 1, 1, ..., 1, 1, 1])`

`new_obs = array([[1, 1, 1, 1],
[2, 1, 1, 1], [3, 1, 1, 1], ...`

[20, 0, 0, 0]])

Parameters

- **obs** (*np.ndarray*) – observation in the ‘new’ (MultiDiscrete) format
- **num_nodes** (*int, optional*) – number of nodes in the network, defaults to 10
- **num_links** (*int, optional*) – number of links in the network, defaults to 10
- **num_services** (*int, optional*) – number of services on the network, defaults to 1

Returns

2-d BOX observation space, in the same format as NodeLinkTable

Return type

np.ndarray

3.7.3.8.3 primaite.agents.utils.describe_obs_change

`primaite.agents.utils.describe_obs_change(obs1: ndarray, obs2: ndarray, num_nodes: int = 10, num_links: int = 10, num_services: int = 1) → str`

Build a string describing the difference between two observations.

example: `obs_1 = array([[1, 1, 1, 1, 3], [2, 1, 1, 1, 1]])` `obs_2 = array([[1, 1, 1, 1, 1], [2, 1, 1, 1, 1]])` output = ‘ID 1: SERVICE 2 set to GOOD’

Parameters

- **obs1** (*np.ndarray*) – First observation
- **obs2** (*np.ndarray*) – Second observation
- **num_nodes** (*int, optional*) – How many nodes are in the network laydown, defaults to 10
- **num_links** (*int, optional*) – How many links are in the network laydown, defaults to 10
- **num_services** (*int, optional*) – How many services are configured for this scenario, defaults to 1

Returns

A multi-line string with a human-readable description of the difference.

Return type

str

3.7.3.8.4 primaite.agents.utils.get_new_action

`primaite.agents.utils.get_new_action(old_action: ndarray, action_dict: Dict[int, List]) → int`

Get new action (e.g. 32) from old action e.g. [1,1,1,0].

Old_action can be either node or acl action type

Parameters

- **old_action** (*np.ndarray*) – Action expressed as a list of choices, eg. [1,1,1,0]
- **action_dict** (*Dict[int, List]*) – Dictionary for translating the multidiscrete actions into the list-based actions.

Returns

Action key corresponding to the input *old_action*

Return type

int

3.7.3.8.5 `primaite.agents.utils.get_node_of_ip`

`primaite.agents.utils.get_node_of_ip(ip: str, node_dict: Dict[str, ActiveNode | PassiveNode | ServiceNode]) → str`

Get the node ID of an IP address.

`node_dict`: dictionary of nodes where key is ID, and value is the node (can be obtained from `env.nodes`)

Parameters

- **ip** (*str*) – The IP address of the node whose ID is required
- **node_dict** (*Dict[str, NodeUnion]*) – The environment’s node registry dictionary

Returns

The key from the registry dict that corresponds to the node with the IP address provided by *ip*

Return type

str

3.7.3.8.6 `primaite.agents.utils.is_valid_acl_action`

`primaite.agents.utils.is_valid_acl_action(action: List[int]) → bool`

Is the ACL action an actual valid action.

Only uses information about the action to determine if the action has an effect.

Does NOT consider:

- Trying to create identical rules
- Trying to create a rule which is a subset of another rule (caused by “ANY”)

Parameters

action (*List[int]*) – Agent action, formatted as a list of ints, for more information check out `primaite.environment.primaite_env.Primaite`

Returns

Whether the action is valid

Return type

bool

3.7.3.8.7 `primaite.agents.utils.is_valid_acl_action_extra`

`primaite.agents.utils.is_valid_acl_action_extra(action: List[int]) → bool`

Harsher version of valid acl actions, does not allow action.

Parameters

action (*List[int]*) – Agent action, formatted as a list of ints, for more information check out *primaite.environment.primaite_env.Primaite*

Returns

Whether the action is valid

Return type

bool

3.7.3.8.8 `primaite.agents.utils.is_valid_node_action`

`primaite.agents.utils.is_valid_node_action(action: List[int]) → bool`

Is the node action an actual valid action.

Only uses information about the action to determine if the action has an effect

Does NOT consider: - Node ID not valid to perform an operation - e.g. selected node has no service so cannot patch - Node already being in that state (turning an ON node ON)

Parameters

action (*List[int]*) – Agent action, formatted as a list of ints, for more information check out *primaite.environment.primaite_env.Primaite*

Returns

Whether the action is valid

Return type

bool

3.7.3.8.9 `primaite.agents.utils.transform_action_acl_enum`

`primaite.agents.utils.transform_action_acl_enum(action: List[int | str]) → ndarray`

Convert acl action from readable str format, to enumerated format.

Parameters

action (*List[Union[int, str]]*) – ACL-based action expressed as a list of human-readable ints and strings

Returns

The same action but encoded to contain only integers.

Return type

np.ndarray

3.7.3.8.10 `primaite.agents.utils.transform_action_acl_readable`

`primaite.agents.utils.transform_action_acl_readable(action: List[int]) → List[int | str]`

Transform an ACL action to a more readable format.

example: [0, 1, 2, 5, 0, 1] -> ['NONE', 'ALLOW', 2, 5, 'ANY', 1]

Parameters

action (*List[int]*) – Agent action, formatted as a list of ints, for more information check out *primaite.environment.primaite_env.Primaite*

Returns

The same action list, but with the encodings translated back into meaningful labels

Return type

List[Union[int,str]]

3.7.3.8.11 `primaite.agents.utils.transform_action_node_enum`

`primaite.agents.utils.transform_action_node_enum(action: List[int | str]) → List[int]`

Convert a node action from readable string format, to enumerated format.

example: [1, 'SERVICE', 'PATCHING', 0] -> [1, 3, 1, 0] :param action: Action in 'readable' format :type action: List[Union[str,int]] :return: Action with verbs encoded as ints :rtype: List[int]

3.7.3.8.12 `primaite.agents.utils.transform_action_node_readable`

`primaite.agents.utils.transform_action_node_readable(action: List[int]) → List[int | str]`

Convert a node action from enumerated format to readable format.

example: [1, 3, 1, 0] -> [1, 'SERVICE', 'PATCHING', 0]

Parameters

action (*List[int]*) – Agent action, formatted as a list of ints, for more information check out *primaite.environment.primaite_env.Primaite*

Returns

The same action list, but with the encodings translated back into meaningful labels

Return type

List[Union[int,str]]

3.7.3.8.13 `primaite.agents.utils.transform_change_obs_readable`

`primaite.agents.utils.transform_change_obs_readable(obs: ndarray) → List[List[int | str]]`

Transform list of transactions to readable list of each observation property.

example: `np.array([[1,2,1,3],[2,1,1,1]])` -> [[1, 2], ['OFF', 'ON'], ['GOOD', 'GOOD'], ['COMPROMISED', 'GOOD']]

Parameters

obs (*np.ndarray*) – Raw observation from the environment.

Returns

The same observation, but the encoded integer values are replaced with readable names.

Return type

List[List[Union[str, int]]]

3.7.3.8.14 primaite.agents.utils.transform_obs_readable

`primaite.agents.utils.transform_obs_readable(obs: ndarray) → List[List[int | str]]`

Transform observation to readable format.

example `np.array([[1,2,1,3],[2,1,1,1]]) -> [[1, 'OFF', 'GOOD', 'COMPROMISED'], [2, 'ON', 'GOOD', 'GOOD']]`

Parameters

obs (`np.ndarray`) – Raw observation from the environment.

Returns

The same observation, but the encoded integer values are replaced with readable names.

Return type

List[List[Union[str, int]]]

3.7.4 primaite.cli

Provides a CLI using Typer as an entry point.

Functions

<code>build_dirs</code>	Build the PrimAITE app directories.
<code>clean_up</code>	Cleans up left over files from previous version installations.
<code>log_level</code>	View or set the PrimAITE Log Level.
<code>logs</code>	Print the PrimAITE log file.
<code>notebooks</code>	Start Jupyter Lab in the users PrimAITE notebooks directory.
<code>plotly_template</code>	View or set the plotly template for Session plots.
<code>reset_notebooks</code>	Force a reset of the demo notebooks in the users notebooks directory.
<code>session</code>	Run a PrimAITE session.
<code>setup</code>	Perform the PrimAITE first-time setup.
<code>version</code>	Get the installed PrimAITE version number.

3.7.4.1 primaite.cli.build_dirs

`primaite.cli.build_dirs()` → None

Build the PrimAITE app directories.

3.7.4.2 `primaite.cli.clean_up`

`primaite.cli.clean_up()` → None

Cleans up left over files from previous version installations.

3.7.4.3 `primaite.cli.log_level`

`primaite.cli.log_level(level: LogLevel | None = None)` → None

View or set the PrimAITE Log Level.

To View, simply call: `primaite log-level`

To set, call: `primaite log-level <desired log level>`

For example, to set the to debug, call: `primaite log-level DEBUG`

3.7.4.4 `primaite.cli.logs`

`primaite.cli.logs(last_n: int)` → None

Print the PrimAITE log file.

Parameters

last_n – The number of lines to print. Default value is 10.

3.7.4.5 `primaite.cli.notebooks`

`primaite.cli.notebooks()` → None

Start Jupyter Lab in the users PrimAITE notebooks directory.

3.7.4.6 `primaite.cli.plotly_template`

`primaite.cli.plotly_template(template: PlotlyTemplate | None = None)` → None

View or set the plotly template for Session plots.

To View, simply call: `primaite plotly-template`

To set, call: `primaite plotly-template <desired template>`

For example, to set as `plotly_dark`, call: `primaite plotly-template PLOTLY_DARK`

3.7.4.7 `primaite.cli.reset_notebooks`

`primaite.cli.reset_notebooks(overwrite: bool = True)` → None

Force a reset of the demo notebooks in the users notebooks directory.

Parameters

overwrite – If True, will overwrite existing demo notebooks.

3.7.4.8 `primaite.cli.session`

`primaite.cli.session(tc: str | None = None, ldc: str | None = None, load: str | None = None, legacy_tc: bool = False, legacy_ldc: bool = False) → None`

Run a PrimAITE session.

`tc`: The training config filepath. Optional. If no value is passed then example default training config is used from: `~/primaite/2.0.0/config/example_config/training/training_config_main.yaml`.

`ldc`: The lay down config file path. Optional. If no value is passed then example default lay down config is used from: `~/primaite/2.0.0/config/example_config/lay_down/lay_down_config_3_doc_very_basic.yaml`.

`load`: The directory of a previous session. Optional. If no value is passed, then the session will use the default training config and laydown config. Inversely, if a training config and laydown config is passed while a session directory is passed, PrimAITE will load the session and ignore the training config and laydown config.

`legacy_tc`: If the training config file is a legacy file from PrimAITE < 2.0.

`legacy_ldf`: If the lay down config file is a legacy file from PrimAITE < 2.0.

3.7.4.9 `primaite.cli.setup`

`primaite.cli.setup(overwrite_existing: bool = True) → None`

Perform the PrimAITE first-time setup.

WARNING: All user-data will be lost.

3.7.4.10 `primaite.cli.version`

`primaite.cli.version() → None`

Get the installed PrimAITE version number.

3.7.5 `primaite.common`

Objects which are shared between many PrimAITE modules.

<code>primaite.common.custom_typing</code>	
<code>primaite.common.enums</code>	Enumerations for APE.
<code>primaite.common.protocol</code>	The protocol class.
<code>primaite.common.service</code>	The Service class.

3.7.5.1 `primaite.common.custom_typing`

Module attributes

<code>NodeUnion</code>	A Union of <code>ActiveNode</code> , <code>PassiveNode</code> , and <code>ServiceNode</code> .
------------------------	--

3.7.5.1.1 `primaite.common.custom_typing.NodeUnion`

`primaite.common.custom_typing.NodeUnion`

A Union of `ActiveNode`, `PassiveNode`, and `ServiceNode`.

alias of `Union[ActiveNode, PassiveNode, ServiceNode]`

3.7.5.2 `primaite.common.enums`

Enumerations for APE.

Classes

<code>ActionType</code>	Action type enumeration.
<code>AgentFramework</code>	The agent algorithm framework/package.
<code>AgentIdentifier</code>	The Red Agent algo/class.
<code>DeepLearningFramework</code>	The deep learning framework.
<code>FileSystemState</code>	File System State.
<code>HardCodedAgentView</code>	The view the deterministic hard-coded agent has of the environment.
<code>HardwareState</code>	Node hardware state enumeration.
<code>LinkStatus</code>	Link traffic status.
<code>NodeHardwareAction</code>	Node hardware action.
<code>NodePOLInitiator</code>	Node Pattern of Life initiator enumeration.
<code>NodePOLType</code>	Node Pattern of Life type enumeration.
<code>NodeSoftwareAction</code>	Node software action.
<code>NodeType</code>	Node type enumeration.
<code>ObservationType</code>	Observation type enumeration.
<code>Priority</code>	Node priority enumeration.
<code>Protocol</code>	Service protocol enumeration.
<code>RulePermissionType</code>	Any firewall rule type.
<code>SB3OutputVerboseLevel</code>	The Stable Baselines3 learn/eval output verbosity level.
<code>SessionType</code>	The type of PrimAITE Session to be run.
<code>SoftwareState</code>	Software or Service state enumeration.

3.7.5.2.1 `primaite.common.enums.ActionType`

`class primaite.common.enums.ActionType(value)`

Bases: Enum

Action type enumeration.

Attributes

NODE
ACL
ANY

3.7.5.2.2 primaite.common.enums.AgentFramework

class `primaite.common.enums.AgentFramework`(*value*)

Bases: Enum

The agent algorithm framework/package.

Attributes

<i>CUSTOM</i>	Custom Agent
<i>SB3</i>	Stable Baselines3

CUSTOM = 0

Custom Agent

SB3 = 1

Stable Baselines3

3.7.5.2.3 primaite.common.enums.AgentIdentifier

class `primaite.common.enums.AgentIdentifier`(*value*)

Bases: Enum

The Red Agent algo/class.

Attributes

<i>A2C</i>	Advantage Actor Critic
<i>PPO</i>	Proximal Policy Optimization
<i>HARDCODED</i>	The Hardcoded agents
<i>DO_NOTHING</i>	The DoNothing agents
<i>RANDOM</i>	The RandomAgent
<i>DUMMY</i>	The DummyAgent

A2C = 1

Advantage Actor Critic

DO_NOTHING = 4
The DoNothing agents

DUMMY = 6
The DummyAgent

HARDCODED = 3
The Hardcoded agents

PPO = 2
Proximal Policy Optimization

RANDOM = 5
The RandomAgent

3.7.5.2.4 `primaite.common.enums.DeepLearningFramework`

`class primaite.common.enums.DeepLearningFramework(value)`

Bases: Enum

The deep learning framework.

Attributes

<i>TF</i>	Tensorflow
<i>TF2</i>	Tensorflow 2.x
<i>TORCH</i>	PyTorch

TF = 'tf'
Tensorflow

TF2 = 'tf2'
Tensorflow 2.x

TORCH = 'torch'
PyTorch

3.7.5.2.5 `primaite.common.enums.FileSystemState`

`class primaite.common.enums.FileSystemState(value)`

Bases: Enum

File System State.

Attributes

GOOD
CORRUPT
DESTROYED
REPAIRING
RESTORING

3.7.5.2.6 `primaite.common.enums.HardCodedAgentView`

`class primaite.common.enums.HardCodedAgentView(value)`

Bases: Enum

The view the deterministic hard-coded agent has of the environment.

Attributes

<i>BASIC</i>	The current observation space only
<i>FULL</i>	Full environment view with actions taken and reward feedback

BASIC = 1

The current observation space only

FULL = 2

Full environment view with actions taken and reward feedback

3.7.5.2.7 `primaite.common.enums.HardwareState`

`class primaite.common.enums.HardwareState(value)`

Bases: Enum

Node hardware state enumeration.

Attributes

NONE
ON
OFF
RESETTING
SHUTTING_DOWN
BOOTING

3.7.5.2.8 `primaite.common.enums.LinkStatus`

class `primaite.common.enums.LinkStatus`(*value*)

Bases: Enum

Link traffic status.

Attributes

NONE
LOW
MEDIUM
HIGH
OVERLOAD

3.7.5.2.9 `primaite.common.enums.NodeHardwareAction`

class `primaite.common.enums.NodeHardwareAction`(*value*)

Bases: Enum

Node hardware action.

Attributes

NONE
ON
OFF
RESET

3.7.5.2.10 primaite.common.enums.NodePOLInitiator

class `primaite.common.enums.NodePOLInitiator`(*value*)

Bases: Enum

Node Pattern of Life initiator enumeration.

Attributes

DIRECT
IER
SERVICE

3.7.5.2.11 primaite.common.enums.NodePOLType

class `primaite.common.enums.NodePOLType`(*value*)

Bases: Enum

Node Pattern of Life type enumeration.

Attributes

NONE
OPERATING
OS
SERVICE
FILE

3.7.5.2.12 `primaite.common.enums.NodeSoftwareAction`

class `primaite.common.enums.NodeSoftwareAction`(*value*)

Bases: Enum

Node software action.

Attributes

NONE
PATCHING

3.7.5.2.13 `primaite.common.enums.NodeType`

class `primaite.common.enums.NodeType`(*value*)

Bases: Enum

Node type enumeration.

Attributes

CCTV
SWITCH
COMPUTER
LINK
MONITOR
PRINTER
LOP
RTU
ACTUATOR
SERVER

3.7.5.2.14 `primaite.common.enums.ObservationType`

class `primaite.common.enums.ObservationType`(*value*)

Bases: Enum

Observation type enumeration.

Attributes

BOX
MULTIDISCRETE

3.7.5.2.15 `primaite.common.enums.Priority`

class `primaite.common.enums.Priority`(*value*)

Bases: Enum

Node priority enumeration.

Attributes

P1
P2
P3
P4
P5

3.7.5.2.16 `primaite.common.enums.Protocol`

class `primaite.common.enums.Protocol`(*value*)

Bases: Enum

Service protocol enumeration.

Attributes

LDAP
FTP
HTTPS
SMTP
RTP
IPP
TCP
NONE

3.7.5.2.17 primaite.common.enums.RulePermissionType

class `primaite.common.enums.RulePermissionType`(*value*)

Bases: Enum

Any firewall rule type.

Attributes

NONE
DENY
ALLOW

3.7.5.2.18 primaite.common.enums.SB3OutputVerboseLevel

class `primaite.common.enums.SB3OutputVerboseLevel`(*value*)

Bases: IntEnum

The Stable Baselines3 learn/eval output verbosity level.

Attributes

NONE
INFO
DEBUG

3.7.5.2.19 primaite.common.enums.SessionType

class `primaite.common.enums.SessionType`(*value*)

Bases: Enum

The type of PrimAITE Session to be run.

Attributes

<i>TRAIN</i>	Train an agent
<i>EVAL</i>	Evaluate an agent
<i>TRAIN_EVAL</i>	Train then evaluate an agent

EVAL = 2

Evaluate an agent

TRAIN = 1

Train an agent

TRAIN_EVAL = 3

Train then evaluate an agent

3.7.5.2.20 primaite.common.enums.SoftwareState

class `primaite.common.enums.SoftwareState`(*value*)

Bases: Enum

Software or Service state enumeration.

Attributes

NONE
GOOD
PATCHING
COMPROMISED
OVERWHELMED

3.7.5.3 primaite.common.protocol

The protocol class.

Classes

<i>Protocol</i>	Protocol class.
-----------------	-----------------

3.7.5.3.1 primaite.common.protocol.Protocol

class `primaite.common.protocol.Protocol(_name: str)`

Bases: object

Protocol class.

Methods

<i>add_load</i>	Adds load to the protocol.
<i>clear_load</i>	Clears the load on this protocol.
<i>get_load</i>	Gets the protocol load.
<i>get_name</i>	Gets the protocol name.

__init__(*_name: str*) → None

Initialise a protocol.

Parameters

_name (*str*) – The name of the protocol

add_load(*_load: int*) → None

Adds load to the protocol.

Args:

_load: The load to add

clear_load() → None
Clears the load on this protocol.

get_load() → int
Gets the protocol load.

Returns:
The protocol load (bps)

get_name() → str
Gets the protocol name.

Returns:
The protocol name

3.7.5.4 primaite.common.service

The Service class.

Classes

<i>Service</i>	Service class.
----------------	----------------

3.7.5.4.1 primaite.common.service.Service

class `primaite.common.service.Service`(*name: str, port: str, software_state: SoftwareState*)

Bases: object

Service class.

Methods

<i>reduce_patching_count</i>	Reduces the patching count for the service.
------------------------------	---

__init__(*name: str, port: str, software_state: SoftwareState*) → None

Initialise a service.

Parameters

- **name** – The service name.
- **port** – The service port.
- **software_state** – The service SoftwareState.

reduce_patching_count() → None

Reduces the patching count for the service.

3.7.6 primaite.config

Configuration parameters for running experiments.

primaite.config.lay_down_config

primaite.config.training_config

3.7.6.1 primaite.config.lay_down_config

Functions

<i>convert_legacy_lay_down_config</i>	Convert a legacy lay down config to the new format.
<i>data_manipulation_config_path</i>	The path to the example lay_down_config_5_data_manipulation.yaml file.
<i>ddos_basic_one_config_path</i>	The path to the example lay_down_config_1_DDOS_basic.yaml file.
<i>ddos_basic_two_config_path</i>	The path to the example lay_down_config_2_DDOS_basic.yaml file.
<i>dos_very_basic_config_path</i>	The path to the example lay_down_config_3_DOS_very_basic.yaml file.
<i>load</i>	Read in a lay down config yaml file.

3.7.6.1.1 primaite.config.lay_down_config.convert_legacy_lay_down_config

`primaite.config.lay_down_config.convert_legacy_lay_down_config(legacy_config: List[Dict[str, Any]]) → List[Dict[str, Any]]`

Convert a legacy lay down config to the new format.

Parameters

legacy_config – A legacy lay down config.

3.7.6.1.2 primaite.config.lay_down_config.data_manipulation_config_path

`primaite.config.lay_down_config.data_manipulation_config_path() → Path`

The path to the example lay_down_config_5_data_manipulation.yaml file.

Returns

The file path.

3.7.6.1.3 `primaite.config.lay_down_config.ddos_basic_one_config_path`

`primaite.config.lay_down_config.ddos_basic_one_config_path()` → Path

The path to the example `lay_down_config_1_DDOS_basic.yaml` file.

Returns

The file path.

3.7.6.1.4 `primaite.config.lay_down_config.ddos_basic_two_config_path`

`primaite.config.lay_down_config.ddos_basic_two_config_path()` → Path

The path to the example `lay_down_config_2_DDOS_basic.yaml` file.

Returns

The file path.

3.7.6.1.5 `primaite.config.lay_down_config.dos_very_basic_config_path`

`primaite.config.lay_down_config.dos_very_basic_config_path()` → Path

The path to the example `lay_down_config_3_DOS_very_basic.yaml` file.

Returns

The file path.

3.7.6.1.6 `primaite.config.lay_down_config.load`

`primaite.config.lay_down_config.load(file_path: str | Path, legacy_file: bool = False)` → Dict

Read in a lay down config yaml file.

Parameters

- **file_path** – The config file path.
- **legacy_file** – True if the config file is legacy format, otherwise False.

Returns

The lay down config as a dict.

Raises

ValueError – If the `file_path` does not exist.

3.7.6.2 `primaite.config.training_config`

Functions

<code>convert_legacy_training_config_dict</code>	Convert a legacy training config dict to the new format.
<code>load</code>	Read in a training config yaml file.
<code>main_training_config_path</code>	The path to the example <code>training_config_main.yaml</code> file.

3.7.6.2.1 `primaite.config.training_config.convert_legacy_training_config_dict`

```
primaite.config.training_config.convert_legacy_training_config_dict(legacy_config_dict:
    Dict[str, Any],
    agent_framework:
    AgentFramework =
    AgentFramework.SB3,
    agent_identifier:
    AgentIdentifier =
    AgentIdentifier.PPO,
    action_type: ActionType =
    ActionType.ANY,
    num_train_steps: int = 256,
    num_eval_steps: int = 256,
    num_train_episodes: int =
    10, num_eval_episodes: int =
    1) → Dict[str, Any]
```

Convert a legacy training config dict to the new format.

Parameters

- **legacy_config_dict** – A legacy training config dict.
- **agent_framework** – The agent framework to use as legacy training configs don't have `agent_framework` values.
- **agent_identifier** – The red agent identifier to use as legacy training configs don't have `agent_identifier` values.
- **action_type** – The action space type to set as legacy training configs don't have `action_type` values.
- **num_train_steps** – The number of train steps to set as legacy training configs don't have `num_train_steps` values.
- **num_eval_steps** – The number of eval steps to set as legacy training configs don't have `num_eval_steps` values.
- **num_train_episodes** – The number of train episodes to set as legacy training configs don't have `num_train_episodes` values.
- **num_eval_episodes** – The number of eval episodes to set as legacy training configs don't have `num_eval_episodes` values.

Returns

The converted training config dict.

3.7.6.2.2 `primaite.config.training_config.load`

```
primaite.config.training_config.load(file_path: str | Path, legacy_file: bool = False) → TrainingConfig
```

Read in a training config yaml file.

Parameters

- **file_path** – The config file path.
- **legacy_file** – True if the config file is legacy format, otherwise False.

Returns

An instance of *TrainingConfig*.

Raises

- **ValueError** – If the `file_path` does not exist.
- **TypeError** – When the `TrainingConfig` object cannot be created using the values from the config file read from `file_path`.

3.7.6.2.3 `primaite.config.training_config.main_training_config_path`

`primaite.config.training_config.main_training_config_path()` → Path

The path to the example `training_config_main.yaml` file.

Returns

The file path.

Classes

TrainingConfig

The Training Config class.

3.7.6.2.4 `primaite.config.training_config.TrainingConfig`

```

class primaite.config.training_config.TrainingConfig(agent_framework:
~primaite.common.enums.AgentFramework =
AgentFramework.SB3,
deep_learning_framework: ~pri-
maite.common.enums.DeepLearningFramework
= DeepLearningFramework.TF,
agent_identifier:
~primaite.common.enums.AgentIdentifier =
AgentIdentifier.PPO, hard_coded_agent_view:
~pri-
maite.common.enums.HardCodedAgentView =
HardCodedAgentView.FULL,
random_red_agent: bool = False, action_type:
~primaite.common.enums.ActionType =
ActionType.ANY, num_train_episodes: int =
10, num_train_steps: int = 256,
num_eval_episodes: int = 1, num_eval_steps:
int = 256, checkpoint_every_n_episodes: int =
5, observation_space: dict = <factory>,
time_delay: int = 10, session_type:
~primaite.common.enums.SessionType =
SessionType.TRAIN, load_agent: bool = False,
agent_load_file: str | None = None,
observation_space_high_value: int =
1000000000, sb3_output_verbose_level: ~pri-
maite.common.enums.SB3OutputVerboseLevel
= SB3OutputVerboseLevel.NONE,
implicit_acl_rule:
~primaite.common.enums.RulePermissionType
= RulePermissionType.DENY,
max_number_acl_rules: int = 30, all_ok: float
= 0, off_should_be_on: float = -0.001,
off_should_be_resetting: float = -0.0005,
on_should_be_off: float = -0.0002,
on_should_be_resetting: float = -0.0005,
resetting_should_be_on: float = -0.0005,
resetting_should_be_off: float = -0.0002,
resetting: float = -0.0003,
good_should_be_patching: float = 0.0002,
good_should_be_compromised: float = 0.0005,
good_should_be_overwhelmed: float = 0.0005,
patching_should_be_good: float = -0.0005,
patching_should_be_compromised: float =
0.0002, patching_should_be_overwhelmed:
float = 0.0002, patching: float = -0.0003,
compromised_should_be_good: float = -0.002,
compromised_should_be_patching: float =
-0.002,
compromised_should_be_overwhelmed: float =
-0.002, compromised: float = -0.002,
overwhelmed_should_be_good: float = -0.002,
overwhelmed_should_be_patching: float =
-0.002,
overwhelmed_should_be_compromised: float =
-0.002, overwhelmed: float = -0.002,
good_should_be_repairing: float = 0.0002,
good_should_be_corrupt: float = 0.0005,
good_should_be_destroyed: float = 0.001,
repairing_should_be_good: float = -0.0005,

```

Bases: object

The Training Config class.

Methods

<i>from_dict</i>	Create an instance of TrainingConfig from a dict.
<i>to_dict</i>	Serialise the TrainingConfig as dict.

Attributes

<i>action_type</i>	The ActionType to use
<i>agent_framework</i>	The AgentFramework
<i>agent_identifier</i>	The AgentIdentifier
<i>agent_load_file</i>	File path and file name of agent if you're loading one in
all_ok	
<i>checkpoint_every_n_episodes</i>	The agent will save a checkpoint every n episodes
compromised	
compromised_should_be_good	
compromised_should_be_overwhelmed	
compromised_should_be_patching	
corrupt	
corrupt_should_be_destroyed	
corrupt_should_be_good	
corrupt_should_be_repairing	
corrupt_should_be_restoring	
<i>deep_learning_framework</i>	The DeepLearningFramework
destroyed	
destroyed_should_be_corrupt	
destroyed_should_be_good	
destroyed_should_be_repairing	
destroyed_should_be_restoring	
<i>deterministic</i>	If true, the training will be deterministic

continues on next page

Table 3 – continued from previous page

<i>file_system_repairing_limit</i>	The time take to repair the file system
<i>file_system_restoring_limit</i>	The time take to restore the file system
<i>file_system_scanning_limit</i>	The time taken to scan the file system
good_should_be_compromised	
good_should_be_corrupt	
good_should_be_destroyed	
good_should_be_overwhelmed	
good_should_be_patching	
good_should_be_repairing	
good_should_be_restoring	
green_ier_blocked	
<i>hard_coded_agent_view</i>	The view the deterministic hard-coded agent has of the environment
<i>implicit_acl_rule</i>	ALLOW or DENY implicit firewall rule to go at the end of list of ACL list.
<i>load_agent</i>	Determine whether to load an agent from file
<i>max_number_acl_rules</i>	Sets a limit for number of acl rules allowed in the list and environment.
<i>node_booting_duration</i>	The Time taken to turn on the node
<i>node_reset_duration</i>	The time taken to reset a node (hardware)
<i>node_shutdown_duration</i>	The time taken to turn off the node
<i>num_eval_episodes</i>	The number of episodes to train over during an evaluation session
<i>num_eval_steps</i>	The number of steps in an episode during an evaluation session
<i>num_train_episodes</i>	The number of episodes to train over during an training session
<i>num_train_steps</i>	The number of steps in an episode during an training session
<i>observation_space_high_value</i>	The high value for the observation space
off_should_be_on	
off_should_be_resetting	
on_should_be_off	
on_should_be_resetting	
<i>os_patching_duration</i>	The time taken to patch the OS
overwhelmed	
overwhelmed_should_be_compromised	

continues on next page

Table 3 – continued from previous page

overwhelmed_should_be_good	
overwhelmed_should_be_patching	
patching	
patching_should_be_compromised	
patching_should_be_good	
patching_should_be_overwhelmed	
<i>random_red_agent</i>	Creates Random Red Agent Attacks
red_ier_running	
repairing	
repairing_should_be_corrupt	
repairing_should_be_destroyed	
repairing_should_be_good	
repairing_should_be_restoring	
resetting	
resetting_should_be_off	
resetting_should_be_on	
restoring	
restoring_should_be_corrupt	
restoring_should_be_destroyed	
restoring_should_be_good	
restoring_should_be_repairing	
<i>sb3_output_verbose_level</i>	Stable Baselines3 learn/eval output verbosity level
scanning	
<i>seed</i>	The random number generator seed to be used while training the agent
<i>service_patching_duration</i>	The time taken to patch a service
<i>session_type</i>	The type of PrimAITE session to run
<i>time_delay</i>	The delay between steps (ms).
<i>observation_space</i>	The observation space config dict

```

__init__(agent_framework: ~primaite.common.enums.AgentFramework = AgentFramework.SB3,
        deep_learning_framework: ~primaite.common.enums.DeepLearningFramework =
        DeepLearningFramework.TF, agent_identifier: ~primaite.common.enums.AgentIdentifier =
        AgentIdentifier.PPO, hard_coded_agent_view: ~primaite.common.enums.HardCodedAgentView =
        HardCodedAgentView.FULL, random_red_agent: bool = False, action_type:
        ~primaite.common.enums.ActionType = ActionType.ANY, num_train_episodes: int = 10,
        num_train_steps: int = 256, num_eval_episodes: int = 1, num_eval_steps: int = 256,
        checkpoint_every_n_episodes: int = 5, observation_space: dict = <factory>, time_delay: int = 10,
        session_type: ~primaite.common.enums.SessionType = SessionType.TRAIN, load_agent: bool =
        False, agent_load_file: str | None = None, observation_space_high_value: int = 1000000000,
        sb3_output_verbose_level: ~primaite.common.enums.SB3OutputVerboseLevel =
        SB3OutputVerboseLevel.NONE, implicit_acl_rule: ~primaite.common.enums.RulePermissionType
        = RulePermissionType.DENY, max_number_acl_rules: int = 30, all_ok: float = 0,
        off_should_be_on: float = -0.001, off_should_be_resetting: float = -0.0005, on_should_be_off:
        float = -0.0002, on_should_be_resetting: float = -0.0005, resetting_should_be_on: float = -0.0005,
        resetting_should_be_off: float = -0.0002, resetting: float = -0.0003, good_should_be_patching:
        float = 0.0002, good_should_be_compromised: float = 0.0005, good_should_be_overwhelmed:
        float = 0.0005, patching_should_be_good: float = -0.0005, patching_should_be_compromised:
        float = 0.0002, patching_should_be_overwhelmed: float = 0.0002, patching: float = -0.0003,
        compromised_should_be_good: float = -0.002, compromised_should_be_patching: float = -0.002,
        compromised_should_be_overwhelmed: float = -0.002, compromised: float = -0.002,
        overwhelmed_should_be_good: float = -0.002, overwhelmed_should_be_patching: float = -0.002,
        overwhelmed_should_be_compromised: float = -0.002, overwhelmed: float = -0.002,
        good_should_be_repairing: float = 0.0002, good_should_be_restoring: float = 0.0002,
        good_should_be_corrupt: float = 0.0005, good_should_be_destroyed: float = 0.001,
        repairing_should_be_good: float = -0.0005, repairing_should_be_restoring: float = 0.0002,
        repairing_should_be_corrupt: float = 0.0002, repairing_should_be_destroyed: float = 0.0,
        repairing: float = -0.0003, restoring_should_be_good: float = -0.001,
        restoring_should_be_repairing: float = -0.0002, restoring_should_be_corrupt: float = 0.0001,
        restoring_should_be_destroyed: float = 0.0002, restoring: float = -0.0006,
        corrupt_should_be_good: float = -0.001, corrupt_should_be_repairing: float = -0.001,
        corrupt_should_be_restoring: float = -0.001, corrupt_should_be_destroyed: float = 0.0002,
        corrupt: float = -0.001, destroyed_should_be_good: float = -0.002,
        destroyed_should_be_repairing: float = -0.002, destroyed_should_be_restoring: float = -0.002,
        destroyed_should_be_corrupt: float = -0.002, destroyed: float = -0.002, scanning: float = -0.0002,
        red_ier_running: float = -0.0005, green_ier_blocked: float = -0.001, os_patching_duration: int =
        5, node_reset_duration: int = 5, node_booting_duration: int = 3, node_shutdown_duration: int =
        2, service_patching_duration: int = 5, file_system_repairing_limit: int = 5,
        file_system_restoring_limit: int = 5, file_system_scanning_limit: int = 5, deterministic: bool =
        False, seed: int | None = None) → None

```

action_type: `ActionType = 2`

The ActionType to use

agent_framework: `AgentFramework = 1`

The AgentFramework

agent_identifier: `AgentIdentifier = 2`

The AgentIdentifier

agent_load_file: `str | None = None`

File path and file name of agent if you're loading one in

checkpoint_every_n_episodes: `int = 5`

The agent will save a checkpoint every n episodes

deep_learning_framework: *DeepLearningFramework* = 'tf'

The DeepLearningFramework

deterministic: **bool** = **False**

If true, the training will be deterministic

file_system_repairing_limit: **int** = 5

The time take to repair the file system

file_system_restoring_limit: **int** = 5

The time take to restore the file system

file_system_scanning_limit: **int** = 5

The time taken to scan the file system

classmethod from_dict(*config_dict: Dict[str, Any]*) → *TrainingConfig*

Create an instance of TrainingConfig from a dict.

Parameters

config_dict – The training config dict.

Returns

The instance of TrainingConfig.

hard_coded_agent_view: *HardCodedAgentView* = 2

The view the deterministic hard-coded agent has of the environment

implicit_acl_rule: *RulePermissionType* = 1

ALLOW or DENY implicit firewall rule to go at the end of list of ACL list.

load_agent: **bool** = **False**

Determine whether to load an agent from file

max_number_acl_rules: **int** = 30

Sets a limit for number of acl rules allowed in the list and environment.

node_booting_duration: **int** = 3

The Time taken to turn on the node

node_reset_duration: **int** = 5

The time taken to reset a node (hardware)

node_shutdown_duration: **int** = 2

The time taken to turn off the node

num_eval_episodes: **int** = 1

The number of episodes to train over during an evaluation session

num_eval_steps: **int** = 256

The number of steps in an episode during an evaluation session

num_train_episodes: **int** = 10

The number of episodes to train over during an training session

num_train_steps: **int** = 256

The number of steps in an episode during an training session

observation_space: **dict**

The observation space config dict

observation_space_high_value: `int = 1000000000`

The high value for the observation space

os_patching_duration: `int = 5`

The time taken to patch the OS

random_red_agent: `bool = False`

Creates Random Red Agent Attacks

sb3_output_verbose_level: `SB3OutputVerboseLevel = 0`

Stable Baselines3 learn/eval output verbosity level

seed: `int | None = None`

The random number generator seed to be used while training the agent

service_patching_duration: `int = 5`

The time taken to patch a service

session_type: `SessionType = 1`

The type of PrimAITE session to run

time_delay: `int = 10`

The delay between steps (ms). Applies to generic agents only

to_dict(*json_serializable: bool = True*) → Dict

Serialise the TrainingConfig as dict.

Parameters

json_serializable – If True, Enums are converted to their string name.

Returns

The TrainingConfig as a dict.

3.7.7 `primaite.data_viz`

Utility to generate plots of sessions metrics after PrimAITE.

Classes

PlotlyTemplate

The built-in plotly templates.

3.7.7.1 `primaite.data_viz.PlotlyTemplate`

class `primaite.data_viz.PlotlyTemplate`(*value*)

Bases: Enum

The built-in plotly templates.

Attributes

PLOTLY
PLOTLY_WHITE
PLOTLY_DARK
GGPLOT2
SEABORN
SIMPLE_WHITE
NONE

`primaite.data_viz.session_plots`

3.7.7.2 primaite.data_viz.session_plots

Functions

<code>get_plotly_config</code>	Get the plotly config from primaite_config.yaml.
<code>plot_av_reward_per_episode</code>	Plot the average reward per episode from a csv session output.

3.7.7.2.1 primaite.data_viz.session_plots.get_plotly_config

`primaite.data_viz.session_plots.get_plotly_config()` → Dict

Get the plotly config from primaite_config.yaml.

3.7.7.2.2 primaite.data_viz.session_plots.plot_av_reward_per_episode

`primaite.data_viz.session_plots.plot_av_reward_per_episode`(*av_reward_per_episode_csv*: str | Path, *title*: str | None = None, *subtitle*: str | None = None) → Figure

Plot the average reward per episode from a csv session output.

Parameters

- **av_reward_per_episode_csv** – The average reward per episode csv file path.
- **title** – The plot title. This is optional.
- **subtitle** – The plot subtitle. This is optional.

Returns

The plot as an instance of `plotly.graph_objs._figure.Figure`.

3.7.8 primaite.environment

Gym/Gymnasium environment for RL agents consisting of a simulated computer network.

<code>primaite.environment.observations</code>	Module for handling configurable observation spaces in PrimAITE.
<code>primaite.environment.primaite_env</code>	Main environment module containing the PRIMary AI Training Environment (Primaite) class.
<code>primaite.environment.reward</code>	Implements reward function.

3.7.8.1 primaite.environment.observations

Module for handling configurable observation spaces in PrimAITE.

Classes

<code>AbstractObservationComponent</code>	Represents a part of the PrimAITE observation space.
<code>AccessControllist</code>	Flat list of all the Access Control Rules in the Access Control List.
<code>LinkTrafficLevels</code>	Flat list of traffic levels encoded into banded categories.
<code>NodeLinkTable</code>	Table with nodes and links as rows and hardware/software status as cols.
<code>NodeStatuses</code>	Flat list of nodes' hardware, OS, file system, and service states.
<code>ObservationsHandler</code>	Component-based observation space handler.

3.7.8.1.1 primaite.environment.observations.AbstractObservationComponent

class `primaite.environment.observations.AbstractObservationComponent` (*env*: `Primaite`)

Bases: `ABC`

Represents a part of the PrimAITE observation space.

Methods

<code>generate_structure</code>	Return a list of labels for the components of the flattened observation space.
<code>update</code>	Update the observation based on the current state of the environment.

abstract __init__(env: Primaite) → None

Initialise observation component.

Parameters

env (*Primaite*) – Primaite training environment.

abstract generate_structure() → List[str]

Return a list of labels for the components of the flattened observation space.

abstract update() → None

Update the observation based on the current state of the environment.

3.7.8.1.2 *primaite.environment.observations.AccessControlList*

class *primaite.environment.observations.AccessControlList*(env: *Primaite*)

Bases: *AbstractObservationComponent*

Flat list of all the Access Control Rules in the Access Control List.

The MultiDiscrete observation space can be thought of as a one-dimensional vector of discrete states, represented by integers.

Each ACL Rule has 6 elements. It will have the following structure: .. code-block:

```
[
    acl_rule1 permission,
    acl_rule1 source_ip,
    acl_rule1 dest_ip,
    acl_rule1 protocol,
    acl_rule1 port,
    acl_rule1 position,
    acl_rule2 permission,
    acl_rule2 source_ip,
    acl_rule2 dest_ip,
    acl_rule2 protocol,
    acl_rule2 port,
    acl_rule2 position,
    ...
]
```

Terms (for ACL Observation Space):

[0, 1, 2] - Permission (0 = NA, 1 = DENY, 2 = ALLOW) [0, num nodes] - Source IP (0 = NA, 1 = any, then 2 -> x resolving to Node IDs) [0, num nodes] - Dest IP (0 = NA, 1 = any, then 2 -> x resolving to Node IDs) [0, num services] - Protocol (0 = NA, 1 = any, then 2 -> x resolving to protocol) [0, num ports] - Port (0 = NA, 1 = any, then 2 -> x resolving to port) [0, max acl rules - 1] - Position (0 = NA, 1 = first index, then 2 -> x index resolving to acl rule in acl list)

NOTE: NA is Non-Applicable - this means the ACL Rule in the list is a NoneType and NOT an ACLRule object.

Methods

<code>generate_structure</code>	Return a list of labels for the components of the flattened observation space.
<code>update</code>	Update the observation based on current environment state.

`__init__(env: Primaite) → None`

Initialise an `AccessControllist` observation component.

Parameters

`env (Primaite)` – The environment that forms the basis of the observations

`generate_structure()` → List[str]

Return a list of labels for the components of the flattened observation space.

`update()` → None

Update the observation based on current environment state.

The structure of the observation space is described in `AccessControllist`

3.7.8.1.3 primaite.environment.observations.LinkTrafficLevels

```
class primaite.environment.observations.LinkTrafficLevels(env: Primaite, combine_service_traffic:
bool = False, quantisation_levels: int =
5)
```

Bases: `AbstractObservationComponent`

Flat list of traffic levels encoded into banded categories.

For each link, total traffic or traffic per service is encoded into a categorical value. For example, if `quantisation_levels=5`, the traffic levels represent these values:

- 0 = No traffic (0% of bandwidth)
- 1 = No traffic (0%-33% of bandwidth)
- 2 = No traffic (33%-66% of bandwidth)
- 3 = No traffic (66%-100% of bandwidth)
- 4 = No traffic (100% of bandwidth)

Note: The lowest category always corresponds to no traffic and the highest category to the link being at max capacity. Any amount of traffic between 0% and 100% (exclusive) is divided evenly into the remaining categories.

Methods

<code>generate_structure</code>	Return a list of labels for the components of the flattened observation space.
<code>update</code>	Update the observation based on current environment state.

`__init__(env: Primaite, combine_service_traffic: bool = False, quantisation_levels: int = 5) → None`
 Initialise a LinkTrafficLevels observation component.

Parameters

- `env` (`Primaite`) – The environment that forms the basis of the observations
- `combine_service_traffic` (`bool`, *optional*) – Whether to consider total traffic on the link, or each protocol individually, defaults to `False`
- `quantisation_levels` (`int`, *optional*) – How many bands to consider when converting the traffic amount to a categorical value, defaults to `5`

`generate_structure()` → `List[str]`

Return a list of labels for the components of the flattened observation space.

`update()` → `None`

Update the observation based on current environment state.

The structure of the observation space is described in [LinkTrafficLevels](#)

3.7.8.1.4 primaite.environment.observations.NodeLinkTable

`class primaite.environment.observations.NodeLinkTable(env: Primaite)`

Bases: `AbstractObservationComponent`

Table with nodes and links as rows and hardware/software status as cols.

This will create the observation space formatted as a table of integers. There is one row per node, followed by one row per link. The number of columns is 4 plus one per service. They are:

- node/link ID
- node hardware status / 0 for links
- node operating system status (if active/service) / 0 for links
- node file system status (active/service only) / 0 for links
- node service1 status / traffic load from that service for links
- node service2 status / traffic load from that service for links
- ...
- node serviceN status / traffic load from that service for links

For example if the environment has 5 nodes, 7 links, and 3 services, the observation space shape will be (12, 7)

Methods

<code>generate_structure</code>	Return a list of labels for the components of the flattened observation space.
<code>update</code>	Update the observation based on current environment state.

`__init__(env: Primaite)` → None

Initialise a `NodeLinkTable` observation space component.

Parameters

`env` ([Primaite](#)) – Training environment.

`generate_structure()` → List[str]

Return a list of labels for the components of the flattened observation space.

`update()` → None

Update the observation based on current environment state.

The structure of the observation space is described in [NodeLinkTable](#)

3.7.8.1.5 `primaite.environment.observations.NodeStatuses`

`class primaite.environment.observations.NodeStatuses(env: Primaite)`

Bases: [AbstractObservationComponent](#)

Flat list of nodes' hardware, OS, file system, and service states.

The `MultiDiscrete` observation space can be thought of as a one-dimensional vector of discrete states, represented by integers. Each node has 3 elements plus 1 per service. It will have the following structure: .. code-block:

```
[
    node1 hardware state,
    node1 OS state,
    node1 file system state,
    node1 service1 state,
    node1 service2 state,
    node1 serviceN state (one for each service),
    node2 hardware state,
    node2 OS state,
    node2 file system state,
    node2 service1 state,
    node2 service2 state,
    node2 serviceN state (one for each service),
    ...
]
```

Methods

<i>generate_structure</i>	Return a list of labels for the components of the flattened observation space.
<i>update</i>	Update the observation based on current environment state.

`__init__(env: Primaite) → None`

Initialise a NodeStatuses observation component.

Parameters

`env (Primaite)` – Training environment.

`generate_structure()` → List[str]

Return a list of labels for the components of the flattened observation space.

`update()` → None

Update the observation based on current environment state.

The structure of the observation space is described in *NodeStatuses*

3.7.8.1.6 primaite.environment.observations.ObservationsHandler

`class primaite.environment.observations.ObservationsHandler`

Bases: object

Component-based observation space handler.

This allows users to configure observation spaces by mixing and matching components. Each component can also define further parameters to make them more flexible.

Methods

<i>deregister</i>	Remove a component from this handler.
<i>describe_structure</i>	Create a list of names for the features of the obs space.
<i>from_config</i>	Parse a config dictionary, return a new observation handler populated with new observation component objects.
<i>register</i>	Add a component for this handler to track.
<i>update_obs</i>	Fetch fresh information about the environment.
<i>update_space</i>	Rebuild the handler's composite observation space from its components.

Attributes

<code>current_observation</code>	Current observation, return the flattened version if <code>flatten</code> is <code>True</code> .
<code>space</code>	Observation space, return the flattened version if <code>flatten</code> is <code>True</code> .

`__init__()` → None

Initialise the observation handler.

property `current_observation`: `ndarray` | `Tuple[ndarray]`

Current observation, return the flattened version if `flatten` is `True`.

deregister(*obs_component*: `AbstractObservationComponent`) → None

Remove a component from this handler.

Parameters

obs_component (`AbstractObservationComponent`) – Which component to remove. It must exist within this object's `registered_obs_components` attribute.

describe_structure() → `List[str]`

Create a list of names for the features of the obs space.

The order of labels follows the flattened version of the space.

classmethod `from_config`(*env*: `Primaite`, *obs_space_config*: `dict`) → `ObservationsHandler`

Parse a config dictionary, return a new observation handler populated with new observation component objects.

The expected format for the config dictionary is:

```
config = {
    components: [
        {
            "name": "<COMPONENT1_NAME>"
        },
        {
            "name": "<COMPONENT2_NAME>"
            "options": {"opt1": val1, "opt2": val2}
        },
        {
            ...
        },
    ]
}
```

Returns

Observation handler

Return type

`primaite.environment.observations.ObservationsHandler`

register(*obs_component*: `AbstractObservationComponent`) → None

Add a component for this handler to track.

Parameters

obs_component (`AbstractObservationComponent`) – The component to add.

property space: `Space`

Observation space, return the flattened version if `flatten` is `True`.

update_obs() → `None`

Fetch fresh information about the environment.

update_space() → `None`

Rebuild the handler’s composite observation space from its components.

3.7.8.2 primaite.environment.primaite_env

Main environment module containing the PRIMary AI Training Environment (Primaite) class.

Classes

<i>Primaite</i>	PRIMary AI Training Environment (Primaite) class.
-----------------	---

3.7.8.2.1 primaite.environment.primaite_env.Primaite

```
class primaite.environment.primaite_env.Primaite(training_config_path: str | Path,
                                                  lay_down_config_path: str | Path, session_path:
                                                  Path, timestamp_str: str, legacy_training_config:
                                                  bool = False, legacy_lay_down_config: bool =
                                                  False)
```

Bases: `Env`

PRIMary AI Training Environment (Primaite) class.

Methods

<i>apply_actions_to_acl</i>	Applies agent actions to the Access Control List [TO DO].
<i>apply_actions_to_nodes</i>	Applies agent actions to the nodes.
<i>apply_time_based_updates</i>	Updates anything that needs to count down and then change state.
<i>close</i>	Override parent close and close writers.
<i>create_acl_action_dict</i>	Creates a dictionary mapping each possible discrete action to more readable multidiscrete action.
<i>create_acl_rule</i>	Creates an ACL rule from config data.
<i>create_green_ier</i>	Creates a green IER from config data.
<i>create_green_pol</i>	Creates a green PoL object from config data.
<i>create_link</i>	Creates a link from config data.
<i>create_node</i>	Creates a node from config data.
<i>create_node_action_dict</i>	Creates a dictionary mapping each possible discrete action to more readable multidiscrete action.

continues on next page

Table 4 – continued from previous page

<i>create_node_and_acl_action_dict</i>	Create a dictionary mapping each possible discrete action to a more readable mutlidiscrete action.
<i>create_ports_list</i>	Creates a list of ports from config data.
<i>create_red_ier</i>	Creates a red IER from config data.
<i>create_red_pol</i>	Creates a red PoL object from config data.
<i>create_services_list</i>	Creates a list of services (enum) from config data.
<i>get_action_info</i>	Extracts action_info.
<i>get_observation_info</i>	Extracts observation_info.
<i>init_acl</i>	Initialise the Access Control List.
<i>init_observations</i>	Create the environment's observation handler.
<i>interpret_action_and_apply</i>	Applies agent actions to the nodes and Access Control List.
<i>load_lay_down_config</i>	Loads config data in order to build the environment configuration.
<i>output_link_status</i>	Output the link status of all links to the console.
<i>render</i>	Renders the environment.
<i>reset</i>	AI Gym Reset function.
<i>reset_environment</i>	Resets environment.
<i>reset_node</i>	Resets the statuses of a node.
<i>save_obs_config</i>	Cache the config for the observation space.
<i>seed</i>	Sets the seed for this env's random number generator(s).
<i>set_as_eval</i>	Set the writers to write to eval directories.
<i>step</i>	AI Gym Step function.
<i>update_environment_obs</i>	Updates the observation space based on the node and link status.

Attributes

ACTION_SPACE_ACL_ACTION_VALUES	
ACTION_SPACE_ACL_PERMISSION_VALUES	
ACTION_SPACE_NODE_ACTION_VALUES	
ACTION_SPACE_NODE_PROPERTY_VALUES	
action_space	
<i>actual_episode_count</i>	Shifts the episode_count by -1 for RLlib learning session.
metadata	
observation_space	
reward_range	
spec	
<i>unwrapped</i>	Completely unwrap this env.
<i>total_step_count</i>	The total number of time steps completed.

__init__ (*training_config_path: str | Path, lay_down_config_path: str | Path, session_path: Path, timestamp_str: str, legacy_training_config: bool = False, legacy_lay_down_config: bool = False*) → None

The Primaite constructor.

Parameters

- **training_config_path** – The training config filepath.
- **lay_down_config_path** – The lay down config filepath.
- **session_path** – The directory path the session is writing to.
- **timestamp_str** – The session timestamp in the format: <yyyy-mm-dd>_<hh-mm-ss>.
- **legacy_training_config** – True if the training config file is a legacy file from PrimaITE < 2.0, otherwise False.
- **legacy_lay_down_config** – True if the lay_down config file is a legacy file from PrimaITE < 2.0, otherwise False.

property actual_episode_count: int

Shifts the episode_count by -1 for RLlib learning session.

apply_actions_to_acl (*_action: int*) → None

Applies agent actions to the Access Control List [TO DO].

Args:

_action: The action space from the agent

apply_actions_to_nodes (*_action: int*) → None

Applies agent actions to the nodes.

Args:

`_action`: The action space from the agent

apply_time_based_updates() → None

Updates anything that needs to count down and then change state.

e.g. reset / patching status

close() → None

Override parent close and close writers.

create_acl_action_dict() → Dict[int, List[int]]

Creates a dictionary mapping each possible discrete action to more readable multidiscrete action.

create_acl_rule(*item: Dict*) → None

Creates an ACL rule from config data.

Args:

item: A config data item

create_green_ier(*item: Dict*) → None

Creates a green IER from config data.

Args:

item: A config data item

create_green_pol(*item: Dict*) → None

Creates a green PoL object from config data.

Args:

item: A config data item

create_link(*item: Dict*) → None

Creates a link from config data.

Args:

item: A config data item

create_node(*item: Dict*) → None

Creates a node from config data.

Args:

item: A config data item

create_node_action_dict() → Dict[int, List[int]]

Creates a dictionary mapping each possible discrete action to more readable multidiscrete action.

Note: Only actions that have the potential to change the state exist in the mapping (except for key 0)

example return: {0: [1, 0, 0, 0], 1: [1, 1, 1, 0], 2: [1, 1, 2, 0], 3: [1, 1, 3, 0], 4: [1, 2, 1, 0], 5: [1, 3, 1, 0], ... }

create_node_and_acl_action_dict() → Dict[int, List[int]]

Create a dictionary mapping each possible discrete action to a more readable mutlidiscrete action.

The dictionary contains actions of both Node and ACL action types.

create_ports_list(*ports: Dict*) → None

Creates a list of ports from config data.

Args:

item: A config data item representing the ports

create_red_ier(*item: Dict*) → None

Creates a red IER from config data.

Args:

item: A config data item

create_red_pol(*item: Dict*) → None

Creates a red PoL object from config data.

Args:

item: A config data item

create_services_list(*services: Dict*) → None

Creates a list of services (enum) from config data.

Args:

item: A config data item representing the services

get_action_info(*action_info: Dict*) → None

Extracts action_info.

Args:

item: A config data item representing action info

get_observation_info(*observation_info: Dict*) → None

Extracts observation_info.

Parameters

observation_info (*str*) – Config item that defines which type of observation space to use

init_acl() → None

Initialise the Access Control List.

init_observations() → Tuple[Space, ndarray]

Create the environment's observation handler.

Returns

The observation space, initial observation (zeroed out array with the correct shape)

Return type

Tuple[spaces.Space, np.ndarray]

interpret_action_and_apply(*_action: int*) → None

Applies agent actions to the nodes and Access Control List.

Args:

_action: The action space from the agent

load_lay_down_config() → None

Loads config data in order to build the environment configuration.

output_link_status() → None

Output the link status of all links to the console.

abstract render(*mode='human'*)

Renders the environment.

The set of supported modes varies per environment. (And some environments do not support rendering at all.) By convention, if mode is:

- human: render to the current display or terminal and return nothing. Usually for human consumption.

- `rgb_array`: Return a numpy.ndarray with shape (x, y, 3), representing RGB values for an x-by-y pixel image, suitable for turning into a video.
- `ansi`: Return a string (str) or StringIO.StringIO containing a terminal-style text representation. The text can include newlines and ANSI escape sequences (e.g. for colors).

Note:

Make sure that your class's metadata 'render.modes' key includes the list of supported modes. It's recommended to call `super()` in implementations to use the functionality of this method.

Args:

`mode` (str): the mode to render with

Example:

```
class MyEnv(Env):
    metadata = {'render.modes': ['human', 'rgb_array']}

    def render(self, mode='human'):
        if mode == 'rgb_array':
            return np.array(...) # return RGB frame suitable for video
        elif mode == 'human':
            ... # pop up a window and render
        else:
            super(MyEnv, self).render(mode=mode) # just raise an exception
```

reset() → ndarray

AI Gym Reset function.

Returns:

Environment observation space (reset)

reset_environment() → None

Resets environment.

Uses config data in order to build the environment configuration.

reset_node(item: Dict) → None

Resets the statuses of a node.

Args:

`item`: A config data item

save_obs_config(obs_config: dict) → None

Cache the config for the observation space.

This is necessary as the observation space can't be built while reading the config, it must be done after all the nodes, links, and services have been initialised.

Parameters

obs_config – Parsed config relating to the observation space. The format is described in

`primaite.environment.observations.ObservationsHandler.from_config()`:type obs_config: dict

seed(*seed=None*)

Sets the seed for this env’s random number generator(s).

Note:

Some environments use multiple pseudorandom number generators. We want to capture all such seeds used in order to ensure that there aren’t accidental correlations between multiple generators.

Returns:

list<bigint>: Returns the list of seeds used in this env’s random

number generators. The first value in the list should be the “main” seed, or the value which a reproducer should pass to ‘seed’. Often, the main seed equals the provided ‘seed’, but this won’t be true if seed=None, for example.

set_as_eval() → None

Set the writers to write to eval directories.

step(*action: int*) → Tuple[ndarray, float, bool, Dict]

AI Gym Step function.

Args:

action: Action space from agent

Returns:

env_obs: Observation space reward: Reward value for this step done: Indicates episode is complete if True step_info: Additional information relating to this step

total_step_count: int

The total number of time steps completed.

property unwrapped

Completely unwrap this env.

Returns:

gym.Env: The base non-wrapped gym.Env instance

update_environment_obs() → None

Updates the observation space based on the node and link status.

3.7.8.3 primaite.environment.reward

Implements reward function.

Functions

<i>calculate_reward_function</i>	Compares the states of the initial and final nodes/links to get a reward.
<i>score_node_file_system</i>	Calculates score relating to the file system state of a node.
<i>score_node_operating_state</i>	Calculates score relating to the hardware state of a node.
<i>score_node_os_state</i>	Calculates score relating to the Software State of a node.
<i>score_node_service_state</i>	Calculates score relating to the service state(s) of a node.

3.7.8.3.1 `primaite.environment.reward.calculate_reward_function`

`primaite.environment.reward.calculate_reward_function`(*initial_nodes*: Dict[str, ActiveNode | PassiveNode | ServiceNode], *final_nodes*: Dict[str, ActiveNode | PassiveNode | ServiceNode], *reference_nodes*: Dict[str, ActiveNode | PassiveNode | ServiceNode], *green_iers*: Dict[str, IER], *green_iers_reference*: Dict[str, IER], *red_iers*: Dict[str, IER], *step_count*: int, *config_values*: TrainingConfig) → float

Compares the states of the initial and final nodes/links to get a reward.

Args:

initial_nodes: The nodes before red and blue agents take effect
final_nodes: The nodes after red and blue agents take effect
reference_nodes: The nodes if there had been no red or blue effect
green_iers: The green IERs (should be running)
red_iers: Should be stoped (ideally) by the blue agent
step_count: current step
config_values: Config values

3.7.8.3.2 `primaite.environment.reward.score_node_file_system`

`primaite.environment.reward.score_node_file_system`(*final_node*: ActiveNode | ServiceNode, *initial_node*: ActiveNode | ServiceNode, *reference_node*: ActiveNode | ServiceNode, *config_values*: TrainingConfig) → float

Calculates score relating to the file system state of a node.

Args:

final_node: The node after red and blue agents take effect
initial_node: The node before red and blue agents take effect
reference_node: The node if there had been no red or blue effect

3.7.8.3.3 `primaite.environment.reward.score_node_operating_state`

`primaite.environment.reward.score_node_operating_state`(*final_node*: ActiveNode | PassiveNode | ServiceNode, *initial_node*: ActiveNode | PassiveNode | ServiceNode, *reference_node*: ActiveNode | PassiveNode | ServiceNode, *config_values*: TrainingConfig) → float

Calculates score relating to the hardware state of a node.

Args:

final_node: The node after red and blue agents take effect
initial_node: The node before red and blue agents take effect
reference_node: The node if there had been no red or blue effect
config_values: Config values

3.7.8.3.4 `primaite.environment.reward.score_node_os_state`

`primaite.environment.reward.score_node_os_state`(*final_node*: `ActiveNode` | `ServiceNode`, *initial_node*: `ActiveNode` | `ServiceNode`, *reference_node*: `ActiveNode` | `ServiceNode`, *config_values*: `TrainingConfig`) → float

Calculates score relating to the Software State of a node.

Args:

final_node: The node after red and blue agents take effect
initial_node: The node before red and blue agents take effect
reference_node: The node if there had been no red or blue effect
config_values: Config values

3.7.8.3.5 `primaite.environment.reward.score_node_service_state`

`primaite.environment.reward.score_node_service_state`(*final_node*: `ServiceNode`, *initial_node*: `ServiceNode`, *reference_node*: `ServiceNode`, *config_values*: `TrainingConfig`) → float

Calculates score relating to the service state(s) of a node.

Args:

final_node: The node after red and blue agents take effect
initial_node: The node before red and blue agents take effect
reference_node: The node if there had been no red or blue effect
config_values: Config values

3.7.9 `primaite.exceptions`

Exceptions

<code>NetworkError</code>	Raised when an error occurs at the network level.
<code>PrimaiteError</code>	The root PrimAITE Error.
<code>RLLibAgentError</code>	Raised when there is a generic error with a RLLib agent that is specific to PRIMAITE.

3.7.9.1 `primaite.exceptions.NetworkError`

exception `primaite.exceptions.NetworkError`

Raised when an error occurs at the network level.

3.7.9.2 `primaite.exceptions.PrimaiteError`

exception `primaite.exceptions.PrimaiteError`

The root PrimAITE Error.

3.7.9.3 `primaite.exceptions.RLibAgentError`

exception `primaite.exceptions.RLibAgentError`

Raised when there is a generic error with a RLib agent that is specific to PRImAITE.

3.7.10 `primaite.links`

Network connections between nodes in the simulation.

<code>primaite.links.link</code>	The link class.
----------------------------------	-----------------

3.7.10.1 `primaite.links.link`

The link class.

Classes

<code>Link</code>	Link class.
-------------------	-------------

3.7.10.1.1 `primaite.links.link.Link`

class `primaite.links.link.Link`(*_id: str, _bandwidth: int, _source_node_name: str, _dest_node_name: str, _services: str*)

Bases: object

Link class.

Methods

<code>add_protocol</code>	Adds a new protocol to the list of protocols on this link.
<code>add_protocol_load</code>	Adds a loading to a protocol on this link.
<code>clear_traffic</code>	Clears all traffic on this link.
<code>get_bandwidth</code>	Gets bandwidth of link.
<code>get_current_load</code>	Gets current total load on this link.
<code>get_dest_node_name</code>	Gets destination node name.
<code>get_id</code>	Gets link ID.
<code>get_protocol_list</code>	Gets list of protocols on this link.
<code>get_source_node_name</code>	Gets source node name.

`__init__`(*_id: str, _bandwidth: int, _source_node_name: str, _dest_node_name: str, _services: str*) → None

Initialise a Link within the simulated network.

Parameters

- `_id` – The IER id

- **_bandwidth** – The bandwidth of the link (bps)
- **_source_node_name** – The name of the source node
- **_dest_node_name** – The name of the destination node
- **_protocols** – The protocols to add to the link

add_protocol(*_protocol: str*) → None

Adds a new protocol to the list of protocols on this link.

Args:

_protocol: The protocol to be added (enum)

add_protocol_load(*_protocol: str, _load: int*) → None

Adds a loading to a protocol on this link.

Args:

_protocol: The protocol to load *_load*: The amount to load (bps)

clear_traffic() → None

Clears all traffic on this link.

get_bandwidth() → int

Gets bandwidth of link.

Returns:

Link bandwidth (bps)

get_current_load() → int

Gets current total load on this link.

Returns:

Total load on this link (bps)

get_dest_node_name() → str

Gets destination node name.

Returns:

Destination node name

get_id() → str

Gets link ID.

Returns:

Link ID

get_protocol_list() → List[*Protocol*]

Gets list of protocols on this link.

Returns:

List of protocols on this link

get_source_node_name() → str

Gets source node name.

Returns:

Source node name

3.7.11 primaite.main

The main PrimAITE session runner module.

Functions

<code>run</code>	Run the PrimAITE Session.
------------------	---------------------------

3.7.11.1 primaite.main.run

```
primaite.main.run(training_config_path: str | Path | None = "", lay_down_config_path: str | Path | None = "",
                  session_path: str | Path | None = None, legacy_training_config: bool = False,
                  legacy_lay_down_config: bool = False) → None
```

Run the PrimAITE Session.

Parameters

- **training_config_path** (*Union[path, str]*) – YAML file containing configurable items defined in *primaite.config.training_config.TrainingConfig*
- **lay_down_config_path** (*Union[path, str]*) – YAML file containing configurable items for generating network laydown.
- **session_path** – directory path of the session to load
- **legacy_training_config** – True if the training config file is a legacy file from PrimAITE < 2.0, otherwise False.
- **legacy_lay_down_config** – True if the lay_down config file is a legacy file from PrimAITE < 2.0, otherwise False.

3.7.12 primaite.nodes

Nodes represent network hosts in the simulation.

<code>primaite.nodes.active_node</code>	An Active Node (i.e.
<code>primaite.nodes.node</code>	The base Node class.
<code>primaite.nodes.node_state_instruction_green</code>	Defines node behaviour for Green PoL.
<code>primaite.nodes.node_state_instruction_red</code>	Defines node behaviour for Green PoL.
<code>primaite.nodes.passive_node</code>	The Passive Node class (i.e.
<code>primaite.nodes.service_node</code>	A Service Node (i.e.

3.7.12.1 `primaite.nodes.active_node`

An Active Node (i.e. not an actuator).

Classes

<code>ActiveNode</code>	Active Node class.
-------------------------	--------------------

3.7.12.1.1 `primaite.nodes.active_node.ActiveNode`

```
class primaite.nodes.active_node.ActiveNode(node_id: str, name: str, node_type: NodeType, priority: Priority, hardware_state: HardwareState, ip_address: str, software_state: SoftwareState, file_system_state: FileSystemState, config_values: TrainingConfig)
```

Bases: `Node`

Active Node class.

Methods

<code>reset</code>	Sets the node state to Resetting and starts the reset count.
<code>set_file_system_state</code>	Sets the file system state (actual and observed).
<code>set_file_system_state_if_not_compromised</code>	Sets the file system state (actual and observed) if not in a compromised state.
<code>set_software_state_if_not_compromised</code>	Sets Software State if the node is not compromised.
<code>start_file_system_scan</code>	Starts a file system scan.
<code>turn_off</code>	Sets the node state to OFF.
<code>turn_on</code>	Sets the node state to ON.
<code>update_booting_status</code>	Updates the booting software and file state to GOOD.
<code>update_file_system_state</code>	Updates file system status based on scanning/restore/repair cycle.
<code>update_os_patching_status</code>	Updates operating system status based on patching cycle.
<code>update_resetting_status</code>	Updates the reset count & makes software and file state to GOOD.
<code>update_shutdown_status</code>	Updates the shutdown count.

Attributes

<code>software_state</code>	Get the software_state.
-----------------------------	-------------------------

```
__init__(node_id: str, name: str, node_type: NodeType, priority: Priority, hardware_state: HardwareState, ip_address: str, software_state: SoftwareState, file_system_state: FileSystemState, config_values: TrainingConfig) → None
```

Initialise an active node.

Parameters

- **node_id** – The node ID
- **name** – The node name
- **node_type** – The node type (enum)
- **priority** – The node priority (enum)
- **hardware_state** – The node Hardware State
- **ip_address** – The node IP address
- **software_state** – The node Software State
- **file_system_state** – The node file system state
- **config_values** – The config values

reset() → None

Sets the node state to Resetting and starts the reset count.

set_file_system_state(*file_system_state*: [FileSystemState](#)) → None

Sets the file system state (actual and observed).

Args:

file_system_state: File system state

set_file_system_state_if_not_compromised(*file_system_state*: [FileSystemState](#)) → None

Sets the file system state (actual and observed) if not in a compromised state.

Use for green PoL to prevent it overturning a compromised state

Args:

file_system_state: File system state

set_software_state_if_not_compromised(*software_state*: [SoftwareState](#)) → None

Sets Software State if the node is not compromised.

Args:

software_state: Software State

property software_state: [SoftwareState](#)

Get the *software_state*.

Returns

The *software_state*.

start_file_system_scan() → None

Starts a file system scan.

turn_off() → None

Sets the node state to OFF.

turn_on() → None

Sets the node state to ON.

update_booting_status() → None

Updates the booting software and file state to GOOD.

update_file_system_state() → None

Updates file system status based on scanning/restore/repair cycle.

update_os_patching_status() → None

Updates operating system status based on patching cycle.

update_resetting_status() → None

Updates the reset count & makes software and file state to GOOD.

update_shutdown_status() → None

Updates the shutdown count.

3.7.12.2 primaite.nodes.node

The base Node class.

Classes

<i>Node</i>	Node class.
-------------	-------------

3.7.12.2.1 primaite.nodes.node.Node

class `primaite.nodes.node.Node`(*node_id*: str, *name*: str, *node_type*: NodeType, *priority*: Priority, *hardware_state*: HardwareState, *config_values*: TrainingConfig)

Bases: object

Node class.

Methods

<i>reset</i>	Sets the node state to Resetting and starts the reset count.
<i>turn_off</i>	Sets the node state to OFF.
<i>turn_on</i>	Sets the node state to ON.
<i>update_booting_status</i>	Updates the booting count.
<i>update_resetting_status</i>	Updates the resetting count.
<i>update_shutdown_status</i>	Updates the shutdown count.

__init__(*node_id*: str, *name*: str, *node_type*: NodeType, *priority*: Priority, *hardware_state*: HardwareState, *config_values*: TrainingConfig) → None

Initialise a node.

Parameters

- **node_id** – The node id.
- **name** – The name of the node.
- **node_type** – The type of the node.
- **priority** – The priority of the node.
- **hardware_state** – The state of the node.
- **config_values** – Config values.

reset() → None

Sets the node state to Resetting and starts the reset count.

turn_off() → None

Sets the node state to OFF.

turn_on() → None

Sets the node state to ON.

update_booting_status() → None

Updates the booting count.

update_resetting_status() → None

Updates the resetting count.

update_shutdown_status() → None

Updates the shutdown count.

3.7.12.3 `primaite.nodes.node_state_instruction_green`

Defines node behaviour for Green PoL.

Classes

NodeStateInstructionGreen

The Node State Instruction class.

3.7.12.3.1 `primaite.nodes.node_state_instruction_green.NodeStateInstructionGreen`

```
class primaite.nodes.node_state_instruction_green.NodeStateInstructionGreen(_id: str,  
                                                                           _start_step: int,  
                                                                           _end_step: int,  
                                                                           _node_id: str,  
                                                                           _node_pol_type:  
                                                                           NodePOLType,  
                                                                           _service_name:  
                                                                           str, _state:  
                                                                           HardwareState |  
                                                                           SoftwareState |  
                                                                           FileSystemState)
```

Bases: `object`

The Node State Instruction class.

Methods

<code>get_end_step</code>	Gets the end step.
<code>get_node_id</code>	Gets the node ID.
<code>get_node_pol_type</code>	Gets the node pattern of life type (enum).
<code>get_service_name</code>	Gets the service name.
<code>get_start_step</code>	Gets the start step.
<code>get_state</code>	Gets the state (node or service).

`__init__`(*_id: str, _start_step: int, _end_step: int, _node_id: str, _node_pol_type: NodePOLType, _service_name: str, _state: HardwareState | SoftwareState | FileSystemState*) → None

Initialise the Node State Instruction.

Parameters

- **_id** – The node state instruction id
- **_start_step** – The start step of the instruction
- **_end_step** – The end step of the instruction
- **_node_id** – The id of the associated node
- **_node_pol_type** – The pattern of life type
- **_service_name** – The service name
- **_state** – The state (node or service)

`get_end_step`() → int

Gets the end step.

Returns:

The end step

`get_node_id`() → str

Gets the node ID.

Returns:

The node ID

`get_node_pol_type`() → *NodePOLType*

Gets the node pattern of life type (enum).

Returns:

The node pattern of life type (enum)

`get_service_name`() → str

Gets the service name.

Returns:

The service name

`get_start_step`() → int

Gets the start step.

Returns:

The start step

`get_state()` → *HardwareState* | *SoftwareState* | *FileSystemState*

Gets the state (node or service).

Returns:

The state (node or service)

3.7.12.4 `primaite.nodes.node_state_instruction_red`

Defines node behaviour for Green PoL.

Classes

NodeStateInstructionRed

The Node State Instruction class.

3.7.12.4.1 `primaite.nodes.node_state_instruction_red.NodeStateInstructionRed`

```
class primaite.nodes.node_state_instruction_red.NodeStateInstructionRed(_id: str, _start_step: int, _end_step: int, _target_node_id: str, _pol_initiator: NodePOLInitiator, _pol_type: NodePOLType, pol_protocol: str, _pol_state: HardwareState | SoftwareState | FileSystemState, _pol_source_node_id: str, _pol_source_node_service: str, _pol_source_node_service_state: str)
```

Bases: object

The Node State Instruction class.

Methods

<code>get_end_step</code>	Gets the end step.
<code>get_initiator</code>	Gets the initiator.
<code>get_pol_type</code>	Gets the node pattern of life type (enum).
<code>get_service_name</code>	Gets the service name.
<code>get_source_node_id</code>	Gets the source node id (used for initiator type SERVICE).
<code>get_source_node_service</code>	Gets the source node service (used for initiator type SERVICE).
<code>get_source_node_service_state</code>	Gets the source node service state (used for initiator type SERVICE).
<code>get_start_step</code>	Gets the start step.
<code>get_state</code>	Gets the state (node or service).
<code>get_target_node_id</code>	Gets the node ID.

```
__init__(_id: str, _start_step: int, _end_step: int, _target_node_id: str, _pol_initiator: NodePOLInitiator,
        _pol_type: NodePOLType, pol_protocol: str, _pol_state: HardwareState | SoftwareState |
        FileSystemState, _pol_source_node_id: str, _pol_source_node_service: str,
        _pol_source_node_service_state: str) → None
```

Initialise the Node State Instruction for the red agent.

Parameters

- **`_id`** – The node state instruction id
- **`_start_step`** – The start step of the instruction
- **`_end_step`** – The end step of the instruction
- **`_target_node_id`** – The id of the associated node
- **`_pol_initiator`** – The way the PoL is applied (DIRECT, IER or SERVICE)
- **`_pol_type`** – The pattern of life type
- **`pol_protocol`** – The pattern of life protocol/service affected
- **`_pol_state`** – The state (node or service)
- **`_pol_source_node_id`** – The source node Id (used for initiator type SERVICE)
- **`_pol_source_node_service`** – The source node service (used for initiator type SERVICE)
- **`_pol_source_node_service_state`** – The source node service state (used for initiator type SERVICE)

```
get_end_step() → int
```

Gets the end step.

Returns:

The end step

```
get_initiator() → NodePOLInitiator
```

Gets the initiator.

Returns:

The initiator

get_pol_type() → *NodePOLType*
Gets the node pattern of life type (enum).
Returns:
The node pattern of life type (enum)

get_service_name() → str
Gets the service name.
Returns:
The service name

get_source_node_id() → str
Gets the source node id (used for initiator type SERVICE).
Returns:
The source node id

get_source_node_service() → str
Gets the source node service (used for initiator type SERVICE).
Returns:
The source node service

get_source_node_service_state() → str
Gets the source node service state (used for initiator type SERVICE).
Returns:
The source node service state

get_start_step() → int
Gets the start step.
Returns:
The start step

get_state() → *HardwareState* | *SoftwareState* | *FileSystemState*
Gets the state (node or service).
Returns:
The state (node or service)

get_target_node_id() → str
Gets the node ID.
Returns:
The node ID

3.7.12.5 `primaite.nodes.passive_node`

The Passive Node class (i.e. an actuator).

Classes

<i>PassiveNode</i>	The Passive Node class.
--------------------	-------------------------

3.7.12.5.1 `primaite.nodes.passive_node.PassiveNode`

class `primaite.nodes.passive_node.PassiveNode`(*node_id*: str, *name*: str, *node_type*: NodeType, *priority*: Priority, *hardware_state*: HardwareState, *config_values*: TrainingConfig)

Bases: *Node*

The Passive Node class.

Methods

<i>reset</i>	Sets the node state to Resetting and starts the reset count.
<i>turn_off</i>	Sets the node state to OFF.
<i>turn_on</i>	Sets the node state to ON.
<i>update_booting_status</i>	Updates the booting count.
<i>update_resetting_status</i>	Updates the resetting count.
<i>update_shutdown_status</i>	Updates the shutdown count.

Attributes

<i>ip_address</i>	Gets the node IP address as an empty string.
-------------------	--

__init__(*node_id*: str, *name*: str, *node_type*: NodeType, *priority*: Priority, *hardware_state*: HardwareState, *config_values*: TrainingConfig) → None

Initialise a passive node.

Parameters

- **node_id** – The node id.
- **name** – The name of the node.
- **node_type** – The type of the node.
- **priority** – The priority of the node.
- **hardware_state** – The state of the node.
- **config_values** – Config values.

property ip_address: str

Gets the node IP address as an empty string.

No concept of IP address for passive nodes for now.

Returns

The node IP address.

reset() → None

Sets the node state to Resetting and starts the reset count.

turn_off() → None

Sets the node state to OFF.

turn_on() → None

Sets the node state to ON.

update_booting_status() → None

Updates the booting count.

update_resetting_status() → None

Updates the resetting count.

update_shutdown_status() → None

Updates the shutdown count.

3.7.12.6 `primaite.nodes.service_node`

A Service Node (i.e. not an actuator).

Classes

<code>ServiceNode</code>	ServiceNode class.
--------------------------	--------------------

3.7.12.6.1 `primaite.nodes.service_node.ServiceNode`

```
class primaite.nodes.service_node.ServiceNode(node_id: str, name: str, node_type: NodeType, priority: Priority, hardware_state: HardwareState, ip_address: str, software_state: SoftwareState, file_system_state: FileSystemState, config_values: TrainingConfig)
```

Bases: `ActiveNode`

ServiceNode class.

Methods

<code>add_service</code>	Adds a service to the node.
<code>get_service_state</code>	Gets the state of a service.
<code>has_service</code>	Indicates whether a service is on a node.
<code>reset</code>	Sets the node state to Resetting and starts the reset count.
<code>service_is_overwhelmed</code>	Indicates whether a service is in an overwhelmed state on the node.
<code>service_running</code>	Indicates whether a service is in a running state on the node.
<code>set_file_system_state</code>	Sets the file system state (actual and observed).
<code>set_file_system_state_if_not_compromised</code>	Sets the file system state (actual and observed) if not in a compromised state.
<code>set_service_state</code>	Sets the software_state of a service (protocol) on the node.
<code>set_service_state_if_not_compromised</code>	Sets the software_state of a service (protocol) on the node.
<code>set_software_state_if_not_compromised</code>	Sets Software State if the node is not compromised.
<code>start_file_system_scan</code>	Starts a file system scan.
<code>turn_off</code>	Sets the node state to OFF.
<code>turn_on</code>	Sets the node state to ON.
<code>update_booting_status</code>	Update booting counter and set software to good if it reached 0.
<code>update_file_system_state</code>	Updates file system status based on scanning/restore/repair cycle.
<code>update_os_patching_status</code>	Updates operating system status based on patching cycle.
<code>update_resetting_status</code>	Update resetting counter and set software state if it reached 0.
<code>update_services_patching_status</code>	Updates the patching counter for any service that are patching.
<code>update_shutdown_status</code>	Updates the shutdown count.

Attributes

<code>software_state</code>	Get the software_state.
-----------------------------	-------------------------

`__init__(node_id: str, name: str, node_type: NodeType, priority: Priority, hardware_state: HardwareState, ip_address: str, software_state: SoftwareState, file_system_state: FileSystemState, config_values: TrainingConfig) → None`

Initialise a Service Node.

Parameters

- **node_id** – The node ID
- **name** – The node name
- **node_type** – The node type (enum)
- **priority** – The node priority (enum)

- **hardware_state** – The node Hardware State
- **ip_address** – The node IP address
- **software_state** – The node Software State
- **file_system_state** – The node file system state
- **config_values** – The config values

add_service(*service*: [Service](#)) → None

Adds a service to the node.

Parameters

service – The service to add

get_service_state(*protocol_name*: *str*) → [SoftwareState](#)

Gets the state of a service.

Returns

The `software_state` of the service.

has_service(*protocol_name*: *str*) → bool

Indicates whether a service is on a node.

Parameters

protocol_name – The service (protocol).

Returns

True if service (protocol) is on the node, otherwise False.

reset() → None

Sets the node state to Resetting and starts the reset count.

service_is_overwhelmed(*protocol_name*: *str*) → bool

Indicates whether a service is in an overwhelmed state on the node.

Parameters

protocol_name – The service (protocol)

Returns

True if service (protocol) is in an overwhelmed state on the node, otherwise False.

service_running(*protocol_name*: *str*) → bool

Indicates whether a service is in a running state on the node.

Parameters

protocol_name – The service (protocol)

Returns

True if service (protocol) is in a running state on the node, otherwise False.

set_file_system_state(*file_system_state*: [FileSystemState](#)) → None

Sets the file system state (actual and observed).

Args:

`file_system_state`: File system state

set_file_system_state_if_not_compromised(*file_system_state*: [FileSystemState](#)) → None

Sets the file system state (actual and observed) if not in a compromised state.

Use for green PoL to prevent it overturning a compromised state

Args:

file_system_state: File system state

set_service_state(*protocol_name: str, software_state: SoftwareState*) → None

Sets the software_state of a service (protocol) on the node.

Parameters

- **protocol_name** – The service (protocol).
- **software_state** – The software_state.

set_service_state_if_not_compromised(*protocol_name: str, software_state: SoftwareState*) → None

Sets the software_state of a service (protocol) on the node.

Done if the software_state is not “compromised”.

Parameters

- **protocol_name** – The service (protocol).
- **software_state** – The software_state.

set_software_state_if_not_compromised(*software_state: SoftwareState*) → None

Sets Software State if the node is not compromised.

Args:

software_state: Software State

property software_state: *SoftwareState*

Get the software_state.

Returns

The software_state.

start_file_system_scan() → None

Starts a file system scan.

turn_off() → None

Sets the node state to OFF.

turn_on() → None

Sets the node state to ON.

update_booting_status() → None

Update booting counter and set software to good if it reached 0.

update_file_system_state() → None

Updates file system status based on scanning/restore/repair cycle.

update_os_patching_status() → None

Updates operating system status based on patching cycle.

update_resetting_status() → None

Update resetting counter and set software state if it reached 0.

update_services_patching_status() → None

Updates the patching counter for any service that are patching.

update_shutdown_status() → None

Updates the shutdown count.

3.7.13 primaite.notebooks

Contains default jupyter notebooks which demonstrate PrimAITE functionality.

Functions

<code>start_jupyter_session</code>	Starts a new Jupyter notebook session in the app notebooks directory.
------------------------------------	---

3.7.13.1 primaite.notebooks.start_jupyter_session

`primaite.notebooks.start_jupyter_session()` → None

Starts a new Jupyter notebook session in the app notebooks directory.

Currently only works on Windows OS.

3.7.14 primaite.pol

Pattern of Life- Represents the actions of users on the network.

<code>primaite.pol.green_pol</code>	Implements Pattern of Life on the network (nodes and links).
<code>primaite.pol.ier</code>	Information Exchange Requirements for APE.
<code>primaite.pol.red_agent_pol</code>	Implements POL on the network (nodes and links) resulting from the red agent attack.

3.7.14.1 primaite.pol.green_pol

Implements Pattern of Life on the network (nodes and links).

Functions

<code>apply_iers</code>	Applies IERs to the links (link pattern of life).
<code>apply_node_pol</code>	Applies node pattern of life.

3.7.14.1.1 primaite.pol.green_pol.apply_iers

`primaite.pol.green_pol.apply_iers(network: MultiGraph, nodes: Dict[str, ActiveNode | PassiveNode | ServiceNode], links: Dict[str, Link], iers: Dict[str, IER], acl: AccessControlList, step: int) → None`

Applies IERs to the links (link pattern of life).

Args:

network: The network modelled in the environment nodes: The nodes within the environment links: The links within the environment iers: The IERs to apply to the links acl: The Access Control List step: The step number.

3.7.14.1.2 primaite.pol.green_pol.apply_node_pol

`primaite.pol.green_pol.apply_node_pol` (*nodes*: Dict[str, ActiveNode | PassiveNode | ServiceNode],
node_pol: Dict[str, NodeStateInstructionGreen], *step*: int) → None

Applies node pattern of life.

Args:

nodes: The nodes within the environment *node_pol*: The node pattern of life to apply *step*: The step number.

3.7.14.2 primaite.pol.ier

Information Exchange Requirements for APE.

Used to represent an information flow from source to destination.

Classes

<i>IER</i>	Information Exchange Requirement class.
------------	---

3.7.14.2.1 primaite.pol.ier.IER

`class primaite.pol.ier.IER` (*_id*: str, *_start_step*: int, *_end_step*: int, *_load*: int, *_protocol*: str, *_port*: str,
_source_node_id: str, *_dest_node_id*: str, *_mission_criticality*: int, *_running*:
bool = False)

Bases: object

Information Exchange Requirement class.

Methods

<i>get_dest_node_id</i>	Gets IER destination node ID.
<i>get_end_step</i>	Gets IER end step.
<i>get_id</i>	Gets IER ID.
<i>get_is_running</i>	Informs whether the IER is currently running.
<i>get_load</i>	Gets IER load.
<i>get_mission_criticality</i>	Gets the IER mission criticality (used in the reward function).
<i>get_port</i>	Gets IER port.
<i>get_protocol</i>	Gets IER protocol.
<i>get_source_node_id</i>	Gets IER source node ID.
<i>get_start_step</i>	Gets IER start step.
<i>set_is_running</i>	Sets the running state of the IER.

`__init__` (*_id*: str, *_start_step*: int, *_end_step*: int, *_load*: int, *_protocol*: str, *_port*: str, *_source_node_id*:
str, *_dest_node_id*: str, *_mission_criticality*: int, *_running*: *bool = False*) → None

Initialise an Information Exchange Request.

Parameters

- **_id** – The IER id
- **_start_step** – The step when this IER should start
- **_end_step** – The step when this IER should end
- **_load** – The load this IER should put on a link (bps)
- **_protocol** – The protocol of this IER
- **_port** – The port this IER runs on
- **_source_node_id** – The source node ID
- **_dest_node_id** – The destination node ID
- **_mission_criticality** – Criticality of this IER to the mission (0 none, 5 mission critical)
- **_running** – Indicates whether the IER is currently running

get_dest_node_id() → str

Gets IER destination node ID.

Returns:

IER destination node ID

get_end_step() → int

Gets IER end step.

Returns:

IER end step

get_id() → str

Gets IER ID.

Returns:

IER ID

get_is_running() → bool

Informs whether the IER is currently running.

Returns:

True if running

get_load() → int

Gets IER load.

Returns:

IER load

get_mission_criticality() → int

Gets the IER mission criticality (used in the reward function).

Returns:

Mission criticality value (0 lowest to 5 highest)

get_port() → str

Gets IER port.

Returns:

IER port

get_protocol() → str
 Gets IER protocol.

Returns:
 IER protocol

get_source_node_id() → str
 Gets IER source node ID.

Returns:
 IER source node ID

get_start_step() → int
 Gets IER start step.

Returns:
 IER start step

set_is_running(_value: bool) → None
 Sets the running state of the IER.

Args:
 _value: running status

3.7.14.3 primaite.pol.red_agent_pol

Implements POL on the network (nodes and links) resulting from the red agent attack.

Functions

<code>apply_red_agent_iers</code>	Applies IERs to the links (link POL) resulting from red agent attack.
<code>apply_red_agent_node_pol</code>	Applies node pattern of life.
<code>is_red_ier_incoming</code>	Checks if the RED IER is incoming.

3.7.14.3.1 primaite.pol.red_agent_pol.apply_red_agent_iers

`primaite.pol.red_agent_pol.apply_red_agent_iers`(*network: MultiGraph, nodes: Dict[str, ActiveNode | PassiveNode | ServiceNode], links: Dict[str, Link], iers: Dict[str, IER], acl: AccessControlList, step: int*) → None

Applies IERs to the links (link POL) resulting from red agent attack.

Args:
 network: The network modelled in the environment
 nodes: The nodes within the environment
 links: The links within the environment
 iers: The red agent IERs to apply to the links
 acl: The Access Control List
 step: The step number.

3.7.14.3.2 `primaite.pol.red_agent_pol.apply_red_agent_node_pol`

```
primaite.pol.red_agent_pol.apply_red_agent_node_pol(nodes: Dict[str, ActiveNode | PassiveNode | ServiceNode], iers: Dict[str, IER], node_pol: Dict[str, NodeStateInstructionRed], step: int) → None
```

Applies node pattern of life.

Args:

`nodes`: The nodes within the environment
`iers`: The red agent IERs
`node_pol`: The red agent node pattern of life to apply
`step`: The step number.

3.7.14.3.3 `primaite.pol.red_agent_pol.is_red_ier_incoming`

```
primaite.pol.red_agent_pol.is_red_ier_incoming(node: ActiveNode | PassiveNode | ServiceNode, iers: Dict[str, IER], node_pol_type: NodePOLType) → bool
```

Checks if the RED IER is incoming.

Parameters

- `node` (*NodeUnion*) – Destination node of the IER
- `iers` (*Dict[str, IER]*) – Directory of IERs
- `node_pol_type` (*NodePOLType*) – Type of Pattern-Of-Life

Returns

Whether the RED IER is incoming.

Return type

bool

3.7.15 `primaite.primaite_session`

Main entry point to PrimAITE. Configure training/evaluation experiments and input/output.

Classes

<i>PrimaiteSession</i>	The PrimaiteSession class.
------------------------	----------------------------

3.7.15.1 `primaite.primaite_session.PrimaiteSession`

```
class primaite.primaite_session.PrimaiteSession(training_config_path: str | Path | None = "",
lay_down_config_path: str | Path | None = "",
session_path: str | Path | None = None,
legacy_training_config: bool = False,
legacy_lay_down_config: bool = False)
```

Bases: object

The PrimaiteSession class.

Provides a single learning and evaluation entry point for all training and lay down configurations.

Methods

<code>close</code>	Closes the agent.
<code>eval_all_transactions_dict</code>	Get the eval all transactions from file.
<code>eval_av_reward_per_episode_dict</code>	Get the eval av reward per episode from file.
<code>evaluate</code>	Evaluate the agent.
<code>learn</code>	Train the agent.
<code>learn_all_transactions_dict</code>	Get the learn all transactions from file.
<code>learn_av_reward_per_episode_dict</code>	Get the learn av reward per episode from file.
<code>metadata_file_as_dict</code>	Read the session_metadata.json file and return as a dict.
<code>setup</code>	Performs the session setup.

`__init__(training_config_path: str | Path | None = "", lay_down_config_path: str | Path | None = "", session_path: str | Path | None = None, legacy_training_config: bool = False, legacy_lay_down_config: bool = False) → None`

The PrimaiteSession constructor.

Parameters

- **training_config_path** (*Union[path, str]*) – YAML file containing configurable items defined in *primaite.config.training_config.TrainingConfig*
- **lay_down_config_path** (*Union[path, str]*) – YAML file containing configurable items for generating network laydown.
- **session_path** – directory path of the session to load
- **legacy_training_config** – True if the training config file is a legacy file from PrimaITE < 2.0, otherwise False.
- **legacy_lay_down_config** – True if the lay_down config file is a legacy file from PrimaITE < 2.0, otherwise False.

`close()` → None

Closes the agent.

`eval_all_transactions_dict()` → Dict[Tuple[int, int], Dict[str, Any]]

Get the eval all transactions from file.

`eval_av_reward_per_episode_dict()` → Dict[int, float]

Get the eval av reward per episode from file.

`evaluate(**kwargs: Any)` → None

Evaluate the agent.

Parameters

kwargs – Any agent-framework specific key word args.

`learn(**kwargs: Any)` → None

Train the agent.

Parameters

kwargs – Any agent-framework specific key word args.

`learn_all_transactions_dict()` → Dict[Tuple[int, int], Dict[str, Any]]

Get the learn all transactions from file.

learn_av_reward_per_episode_dict() → Dict[int, float]

Get the learn av reward per episode from file.

metadata_file_as_dict() → Dict[str, Any]

Read the session_metadata.json file and return as a dict.

setup() → None

Performs the session setup.

3.7.16 **primaite.setup**

Utilities to prepare the user's data folders.

primaite.setup.old_installation_clean_up

primaite.setup.reset_demo_notebooks

primaite.setup.reset_example_configs

3.7.16.1 **primaite.setup.old_installation_clean_up**

Functions

run Perform the full clean-up.

3.7.16.1.1 **primaite.setup.old_installation_clean_up.run**

`primaite.setup.old_installation_clean_up.run()` → None

Perform the full clean-up.

3.7.16.2 **primaite.setup.reset_demo_notebooks**

Functions

run Resets the demo jupyter notebooks in the users app notebooks directory.

3.7.16.2.1 `primaite.setup.reset_demo_notebooks.run`

`primaite.setup.reset_demo_notebooks.run(overwrite_existing: bool = True) → None`

Resets the demo jupyter notebooks in the users app notebooks directory.

Parameters

`overwrite_existing` – A bool to toggle replacing existing edited notebooks on or off.

3.7.16.3 `primaite.setup.reset_example_configs`

Functions

<code>run</code>	Resets the example config files in the users app config directory.
------------------	--

3.7.16.3.1 `primaite.setup.reset_example_configs.run`

`primaite.setup.reset_example_configs.run(overwrite_existing: bool = True) → None`

Resets the example config files in the users app config directory.

Parameters

`overwrite_existing` – A bool to toggle replacing existing edited config on or off.

3.7.17 `primaite.simulator`

Module attributes

<code>TEMP_SIM_OUTPUT</code>	A path at the repo root dir to use temporarily for sim output testing while in dev.
------------------------------	---

3.7.17.1 `primaite.simulator.TEMP_SIM_OUTPUT`

`primaite.simulator.TEMP_SIM_OUTPUT = WindowsPath('C:/Users/ChristopherMcCarthy/source/azure_devops/ma-dev-uk/PrimAITE/simulation_output')`

A path at the repo root dir to use temporarily for sim output testing while in dev.

<code>primaite.simulator.core</code>	Core of the PrimAITE Simulator.
<code>primaite.simulator.domain</code>	
<code>primaite.simulator.file_system</code>	
<code>primaite.simulator.network</code>	
<code>primaite.simulator.system</code>	

3.7.17.2 `primaite.simulator.core`

Core of the PrimAITE Simulator.

Classes

<code>Action</code>	This object stores data related to a single action.
<code>ActionManager</code>	<code>ActionManager</code> is used by <code>SimComponent</code> instances to keep track of actions.
<code>ActionPermissionValidator</code>	Base class for action validators.
<code>AllowAllValidator</code>	Always allows the action.
<code>SimComponent</code>	Extension of pydantic <code>BaseModel</code> with additional methods that must be defined by all classes in the simulator.

3.7.17.2.1 `primaite.simulator.core.Action`

```
class primaite.simulator.core.Action(func: Callable[[List[str], Dict], None], validator:
    ActionPermissionValidator)
```

Bases: `object`

This object stores data related to a single action.

This includes the callable that can execute the action request, and the validator that will decide whether the action can be performed or not.

Methods

```
__init__(func: Callable[[List[str], Dict], None], validator: ActionPermissionValidator) → None
```

Save the functions that are for this action.

Here's a description for the intended use of both of these.

`func` is a function that accepts a request and a context dict. Typically this would be a lambda function that invokes a class method of your `SimComponent`. For example if the component is a node and the action is for turning it off, then the `SimComponent` should have a `turn_off(self)` method that does not need to accept any args. Then, this `Action` will be given something like `func = lambda request, context: self.turn_off()`.

`validator` is an instance of a subclass of `ActionPermissionValidator`. This is essentially a callable that accepts `request` and `context` and returns a boolean to represent whether the permission is granted to perform the action.

Parameters

- **func** (`Callable[[List[str], Dict], None]`) – Function that performs the request.
- **validator** (`ActionPermissionValidator`) – Function that checks if the request is authenticated given the context.

3.7.17.2.2 `primaite.simulator.core.ActionManager`

class `primaite.simulator.core.ActionManager`

Bases: `object`

`ActionManager` is used by `SimComponent` instances to keep track of actions.

Its main purpose is to be a lookup from action name to action function and corresponding validation function. This class is responsible for providing a consistent API for processing actions as well as helpful error messages.

Methods

<code>add_action</code>	Add an action to this action manager.
<code>process_request</code>	Process an action request.

`__init__`(`()`) → `None`

Initialise `ActionManager` with an empty action lookup.

`add_action`(`name: str, action: Action`) → `None`

Add an action to this action manager.

Parameters

- **name** (`str`) – The string associated to this action.
- **action** (`Action`) – Action object.

`process_request`(`request: List[str], context: Dict`) → `None`

Process an action request.

Parameters

- **request** (`List[str]`) – A list of strings which specify what action to take. The first string must be one of the allowed actions, i.e. it must be a key of `self.actions`. The subsequent strings in the list are passed as parameters to the action function.
- **context** (`Dict`) – Dictionary of additional information necessary to process or validate the request.

Raises

RuntimeError – If the request parameter does not have a valid action identifier as the first item.

3.7.17.2.3 `primaite.simulator.core.ActionPermissionValidator`

class `primaite.simulator.core.ActionPermissionValidator`

Bases: `ABC`

Base class for action validators.

The permissions manager is designed to be generic. So, although in the first instance the permissions are evaluated purely on membership to `AccountGroup`, this class can support validating permissions based on any arbitrary criteria.

Methods

abstract `__call__(request: List[str], context: Dict) → bool`

Use the request and context paramters to decide whether the action should be permitted.

3.7.17.2.4 `primaite.simulator.core.AllowAllValidator`

class `primaite.simulator.core.AllowAllValidator`

Bases: `ActionPermissionValidator`

Always allows the action.

Methods

`__call__(request: List[str], context: Dict) → bool`

Always allow the action.

3.7.17.2.5 `primaite.simulator.core.SimComponent`

class `primaite.simulator.core.SimComponent(*, uuid: str, **kwargs)`

Bases: `BaseModel`

Extension of pydantic BaseModel with additional methods that must be defined by all classes in the simulator.

Methods

<code>apply_action</code>	Apply an action to a simulation component.
<code>apply_timestep</code>	Apply a timestep evolution to this component.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>describe_state</code>	Return a dictionary describing the state of this object and any objects managed by it.
<code>dict</code>	
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>reset_component_for_episode</code>	Reset this component to its original state for a new episode.
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[FieldInfo][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>uuid</code>	The component UUID.

`__init__` (**kwargs)

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`apply_action`(action: List[str], context: Dict = {}) → None

Apply an action to a simulation component. Action data is passed in as a ‘namespaced’ list of strings.

If the list only has one element, the action is intended to be applied directly to this object. If the list has multiple entries, the action is passed to the child of this object specified by the first one or two entries. This is essentially a namespace.

For example, [“turn_on”,.] is meant to apply an action of ‘turn on’ to this component.

However, [“services”, “email_client”, “turn_on”] is meant to ‘turn on’ this component’s email client service.

Parameters

action (`List[str]`) – List describing the action to apply to this object.

`apply_timestep`(timestep: int) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

`copy`(* , include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

abstract describe_state() → Dict

Return a dictionary describing the state of this object and any objects managed by it.

This is similar to `pydantic model_dump()`, but it only outputs information about the objects owned by this object. If there are objects referenced by this object that are owned by something else, it is not included in this output.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(_fields_set: set[str] | None = None, **values: Any) → Model

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the *Model* instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(*, update: dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

Args:

update: Values to change/add in the new model. Note: the data is not validated before creating the new model. You should trust this data.

deep: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(*, mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → dict[str, Any]

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which *to_python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

include: A list of fields to include in the output. **exclude:** A list of fields to exclude from the output.

by_alias: Whether to use the field's alias in the dictionary key if defined. **exclude_unset:** Whether to exclude fields that are unset or None from the output. **exclude_defaults:** Whether to exclude fields that are set to their default value from the output. **exclude_none:** Whether to exclude fields that have a value of *None* from the output. **round_trip:** Whether to enable serialization and deserialization round-trip support. **warnings:** Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

```
model_dump_json(* , indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str
```

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. **include:** Field(s) to include in the JSON output. Can take either a string or set of strings. **exclude:** Field(s) to exclude from the JSON output. Can take either a string or set of strings. **by_alias:** Whether to serialize using field aliases. **exclude_unset:** Whether to exclude fields that have not been explicitly set. **exclude_defaults:** Whether to exclude fields that have the default value. **exclude_none:** Whether to exclude fields that have a value of *None*. **round_trip:** Whether to use serialization/deserialization between JSON and class instance. **warnings:** Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

```
property model_extra: dict[str, Any] | None
```

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to "allow".

```
model_fields: ClassVar[dict[str, FieldInfo]] = {'uuid': FieldInfo(annotation=str, required=True)}
```

Metadata about the fields defined on the model, mapping of field names to [*FieldInfo*][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

```
property model_fields_set: set[str]
```

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set, i.e. that were not filled from defaults.


```
classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',
                               schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
                               = <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
                               ~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,
                               Any]
```

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. ref_template: The reference template.
 schema_generator: To override the logic used to generate the JSON schema, ass a subclass of
GenerateJsonSchema with your desired modifications
 mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

```
classmethod model_parametrized_name(params: tuple[type[Any], ...]) → str
```

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model*[*str*, *int*], the value (*str*, *int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

TypeError: Raised when trying to generate concrete names for non-generic models.

```
model_post_init(_BaseModel__context: Any) → None
```

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

```
classmethod model_rebuild(* , force: bool = False, raise_errors: bool = True,
                           _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] |
                           None = None) → bool | None
```

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a ForwardRef which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. raise_errors: Whether to raise errors, defaults to *True*. _parent_namespace_depth: The depth level of the parent namespace, defaults to 2. _types_namespace: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding `_was_` required, returns *True* if rebuilding was successful, otherwise *False*.

```
classmethod model_validate(obj: Any, *, strict: bool | None = None, from_attributes: bool | None =
                             None, context: dict[str, Any] | None = None) → Model
```

Validate a pydantic model instance.

Args:

obj: The object to validate. strict: Whether to raise an exception on invalid fields. from_attributes: Whether to extract data from object attributes. context: Additional context to pass to the validator.

Raises:

ValidationError: If the object could not be validated.

Returns:

The validated model instance.

classmethod model_validate_json(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. strict: Whether to enforce types strictly. context: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

ValueError: If *json_data* is not a JSON string.

reset_component_for_episode(*episode: int*)

Reset this component to its original state for a new episode.

Override this method with anything that needs to happen within the component for it to be reset.

uuid: str

The component UUID.

3.7.17.3 `primaite.simulator.domain`

<code>primaite.simulator.domain.account</code>	User account simulation.
<code>primaite.simulator.domain.controller</code>	

3.7.17.3.1 `primaite.simulator.domain.account`

User account simulation.

Classes

<code>Account</code>	User accounts.
<code>AccountType</code>	Whether the account is intended for a user to log in or for a service to use.
<code>PasswordPolicyLevel</code>	Complexity requirements for account passwords.

3.7.17.3.1.1 `primaite.simulator.domain.account.Account`

```
class primaite.simulator.domain.account.Account(*, uuid: str, num_logons: int = 0, num_logoffs: int = 0, num_group_changes: int = 0, username: str, password: str, account_type: AccountType, enabled: bool = True, **kwargs)
```

Bases: *SimComponent*

User accounts.

Methods

<code>apply_action</code>	Apply an action to a simulation component.
<code>apply_timestep</code>	Apply a timestep evolution to this component.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>describe_state</code>	Describe state for agent observations.
<code>dict</code>	
<code>disable</code>	Set the status to disabled.
<code>enable</code>	Set the status to enabled.
<code>from_orm</code>	
<code>json</code>	
<code>log_off</code>	TODO.
<code>log_on</code>	TODO.
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>reset_component_for_episode</code>	Reset this component to its original state for a new episode.
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[FieldInfo][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>num_logons</code>	The number of times this account was logged into since last reset.
<code>num_logoffs</code>	The number of times this account was logged out of since last reset.
<code>num_group_changes</code>	The number of times this account was moved in or out of an AccountGroup.
<code>username</code>	Account username.
<code>password</code>	Account password.
<code>account_type</code>	Account Type, currently this can be service account (used by apps) or user account.
<code>enabled</code>	

`__init__`(***kwargs*)

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

account_type: `AccountType`

Account Type, currently this can be service account (used by apps) or user account.

apply_action(*action: List[str], context: Dict = {}*) → None

Apply an action to a simulation component. Action data is passed in as a ‘namespaced’ list of strings.

If the list only has one element, the action is intended to be applied directly to this object. If the list has multiple entries, the action is passed to the child of this object specified by the first one or two entries. This is essentially a namespace.

For example, [“turn_on”,] is meant to apply an action of ‘turn on’ to this component.

However, [“services”, “email_client”, “turn_on”] is meant to ‘turn on’ this component’s email client service.

Parameters

action (*List [str]*) – List describing the action to apply to this object.

apply_timestep(*timestep: int*) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

copy(*, include: *AbstractSetIntStr | MappingIntStrAny | None = None*, exclude: *AbstractSetIntStr | MappingIntStrAny | None = None*, update: *Dict[str, Any] | None = None*, deep: *bool = False*) → Model
Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use *model_copy* instead.

If you need *include* or *exclude*, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

describe_state() → Dict

Describe state for agent observations.

disable()

Set the status to disabled.

enable()

Set the status to enabled.

log_off() → None

TODO. Once the accounts are integrated with nodes, populate this accordingly.

log_on() → None

TODO. Once the accounts are integrated with nodes, populate this accordingly.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(*_fields_set:* set[str] | None = None, ***values:* Any) → Model

Creates a new instance of the *Model* class with validated data.

Creates a new model setting *__dict__* and *__pydantic_fields_set__* from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if *Config.extra = 'allow'* was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the Model instance. values: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(* , update: dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

Args:

update: Values to change/add in the new model. Note: the data is not validated before creating the new model. You should trust this data.

`deep`: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(* , mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → dict[str, Any]

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to_python should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

`include`: A list of fields to include in the output. `exclude`: A list of fields to exclude from the output.

`by_alias`: Whether to use the field's alias in the dictionary key if defined. `exclude_unset`: Whether to exclude fields that are unset or None from the output.

`exclude_defaults`: Whether to exclude fields that are set to their default value from the output. `exclude_none`: Whether to exclude fields that have a value of *None* from the output.

`round_trip`: Whether to enable serialization and deserialization round-trip support. `warnings`: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(* , indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

`indent`: Indentation to use in the JSON output. If None is passed, the output will be compact. `include`: Field(s) to include in the JSON output. Can take either a string or set of strings.

`exclude`: Field(s) to exclude from the JSON output. Can take either a string or set of strings. `by_alias`: Whether to serialize using field aliases.

`exclude_unset`: Whether to exclude fields that have not been explicitly set. `exclude_defaults`: Whether to exclude fields that have the default value.

`exclude_none`: Whether to exclude fields that have a value of *None*. `round_trip`: Whether to use serialization/deserialization between JSON and class instance.

`warnings`: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property model_extra: `dict[str, Any] | None`

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to “allow”.

```
model_fields: ClassVar[dict[str, FieldInfo]] = {'account_type':  
FieldInfo(annotation=AccountType, required=True), 'enabled':  
FieldInfo(annotation=bool, required=False, default=True), 'num_group_changes':  
FieldInfo(annotation=int, required=False, default=0), 'num_logoffs':  
FieldInfo(annotation=int, required=False, default=0), 'num_logons':  
FieldInfo(annotation=int, required=False, default=0), 'password':  
FieldInfo(annotation=str, required=True), 'username': FieldInfo(annotation=str,  
required=True), 'uuid': FieldInfo(annotation=str, required=True)}
```

Metadata about the fields defined on the model, mapping of field names to [*FieldInfo*][*pydantic.fields.FieldInfo*].

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: `set[str]`

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```
classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',  
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]  
= <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:  
~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,  
Any]
```

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. *ref_template:* The reference template.
schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

```
classmethod model_parametrized_name(params: tuple[type[Any], ...]) → str
```

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

TypeError: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod model_rebuild(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a ForwardRef which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod model_validate(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

ValidationError: If the object could not be validated.

Returns:

The validated model instance.

classmethod model_validate_json(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

ValueError: If *json_data* is not a JSON string.

num_group_changes: int

The number of times this account was moved in or out of an AccountGroup.

num_logoffs: int

The number of times this account was logged out of since last reset.

num_logons: int

The number of times this account was logged into since last reset.

password: str

Account password.

reset_component_for_episode(*episode: int*)

Reset this component to its original state for a new episode.

Override this method with anything that needs to happen within the component for it to be reset.

username: str

Account username.

uuid: str

The component UUID.

3.7.17.3.1.2 `primaite.simulator.domain.account.AccountType`

class `primaite.simulator.domain.account.AccountType`(*value*)

Bases: Enum

Whether the account is intended for a user to log in or for a service to use.

Attributes

<i>SERVICE</i>	Service accounts are used to grant permissions to software on nodes to perform actions
<i>USER</i>	User accounts are used to allow agents to log in and perform actions

SERVICE = 1

Service accounts are used to grant permissions to software on nodes to perform actions

USER = 2

User accounts are used to allow agents to log in and perform actions

3.7.17.3.1.3 `primaite.simulator.domain.account.PasswordPolicyLevel`

class `primaite.simulator.domain.account.PasswordPolicyLevel`(*value*)

Bases: Enum

Complexity requirements for account passwords.

Attributes

LOW
MEDIUM
HIGH

3.7.17.3.2 primaite.simulator.domain.controller

Classes

<i>AccountGroup</i>	Permissions are set at group-level and accounts can belong to these groups.
<i>DomainController</i>	Main object for controlling the domain.
<i>GroupMembershipValidator</i>	Permit actions based on group membership.
<i>temp_application</i>	Placeholder for application class for type hinting purposes.
<i>temp_file</i>	Placeholder for file class for type hinting purposes.
<i>temp_folder</i>	Placeholder for folder class for type hinting purposes.
<i>temp_node</i>	Placeholder for node class for type hinting purposes.

3.7.17.3.2.1 primaite.simulator.domain.controller.AccountGroup

class `primaite.simulator.domain.controller.AccountGroup`(*value*)

Bases: Enum

Permissions are set at group-level and accounts can belong to these groups.

Attributes

<i>LOCAL_USER</i>	For performing basic actions on a node
<i>DOMAIN_USER</i>	For performing basic actions to the domain
<i>LOCAL_ADMIN</i>	For full access to actions on a node
<i>DOMAIN_ADMIN</i>	For full access

DOMAIN_ADMIN = 4

For full access

DOMAIN_USER = 2

For performing basic actions to the domain

LOCAL_ADMIN = 3

For full access to actions on a node

LOCAL_USER = 1

For performing basic actions on a node

3.7.17.3.2.2 `primaite.simulator.domain.controller.DomainController`

```
class primaite.simulator.domain.controller.DomainController(*, uuid: str, accounts:
    ~typing.Dict[str, ~primaite.simulator.domain.account.Account]
    = {}, domain_group_membership:
    ~typing.Dict[~typing.Literal[<AccountGroup.DOMAIN_ADMIN: 4>,
    <AccountGroup.DOMAIN_USER: 2>], ~typing.List[~primaite.simulator.domain.account.Account]]
    = {}, local_group_membership: ~typing.Dict[~typing.Tuple[~primaite.simulator.domain.controller.temp_node]
    ~typing.Literal[<AccountGroup.LOCAL_ADMIN: 3>, <AccountGroup.LOCAL_USER: 1>]], ~typing.List[~primaite.simulator.domain.account.Account]]
    = {}, nodes: ~typing.Dict[str, ~primaite.simulator.domain.controller.temp_node]
    = {}, applications: ~typing.Dict[str, ~primaite.simulator.domain.controller.temp_application]
    = {}, folders: ~typing.List[~primaite.simulator.domain.controller.temp_folder]
    = {}, files: ~typing.List[~primaite.simulator.domain.controller.temp_file]
    = {}, **kwargs)
```

Bases: `SimComponent`

Main object for controlling the domain.

Methods

<code>add_account_to_group</code>	TODO.
<code>apply_action</code>	Apply an action to a simulation component.
<code>apply_timestep</code>	Apply a timestep evolution to this component.
<code>check_account_permissions</code>	Return a list of permission groups that this account has on this node.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>create_account</code>	TODO.
<code>delete_account</code>	TODO.
<code>deregister_node</code>	TODO.
<code>describe_state</code>	Return a dictionary describing the state of this object and any objects managed by it.
<code>dict</code>	

continues on next page

Table 5 – continued from previous page

<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>register_node</code>	TODO.
<code>remove_account_from_group</code>	TODO.
<code>reset_component_for_episode</code>	Reset this component to its original state for a new episode.
<code>rotate_account_credentials</code>	TODO.
<code>rotate_all_credentials</code>	TODO.
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

groups	
<i>model_computed_fields</i>	Get the computed fields of this model instance.
<i>model_config</i>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<i>model_extra</i>	Get extra fields set during validation.
<i>model_fields</i>	Metadata about the fields defined on the model, mapping of field names to [<i>Field-Info</i>][pydantic.fields.FieldInfo].
<i>model_fields_set</i>	Returns the set of fields that have been set on this model instance.
accounts	
domain_group_membership	
local_group_membership	
nodes	
applications	
folders	
files	

`__init__(**kwargs)`

Create a new model by parsing and validating input data from keyword arguments.

Raises [*ValidationError*][pydantic_core.ValidationError] if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`add_account_to_group(account: Account, group: AccountGroup) → None`

TODO.

`apply_action(action: List[str], context: Dict = {}) → None`

Apply an action to a simulation component. Action data is passed in as a ‘namespaced’ list of strings.

If the list only has one element, the action is intended to be applied directly to this object. If the list has multiple entries, the action is passed to the child of this object specified by the first one or two entries. This is essentially a namespace.

For example, [“turn_on”,] is meant to apply an action of ‘turn on’ to this component.

However, [“services”, “email_client”, “turn_on”] is meant to ‘turn on’ this component’s email client service.

Parameters

action (*List[str]*) – List describing the action to apply to this object.

apply_timestep(*timestep: int*) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

check_account_permissions(*account: Account, node: temp_node*) → List[AccountGroup]

Return a list of permission groups that this account has on this node.

copy(**, include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use *model_copy* instead.

If you need *include* or *exclude*, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

create_account(*username: str, password: str, account_type: AccountType*) → Account

TODO.

delete_account(*account: Account*) → None

TODO.

deregister_node(*node: temp_node*) → None

TODO.

abstract describe_state() → Dict

Return a dictionary describing the state of this object and any objects managed by it.

This is similar to *pydantic model_dump()*, but it only outputs information about the objects owned by this object. If there are objects referenced by this object that are owned by something else, it is not included in this output.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

```
model_config: ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}
```

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

```
classmethod model_construct(_fields_set: set[str] | None = None, **values: Any) → Model
```

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the *Model* instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

```
model_copy(*, update: dict[str, Any] | None = None, deep: bool = False) → Model
```

Returns a copy of the model.

Args:

update: Values to change/add in the new model. Note: the data is not validated before creating the new model. You should trust this data.

`deep`: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

```
model_dump(*, mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → dict[str, Any]
```

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to *python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

`include`: A list of fields to include in the output. `exclude`: A list of fields to exclude from the output.

`by_alias`: Whether to use the field's alias in the dictionary key if defined. `exclude_unset`: Whether to exclude fields that are unset or None from the output. `exclude_defaults`: Whether to exclude fields that are set to their default value from the output. `exclude_none`: Whether to exclude fields that have a value of *None* from the output. `round_trip`: Whether to enable serialization and deserialization round-trip support. `warnings`: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

```
model_dump_json(*, indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str
```

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. include: Field(s) to include in the JSON output. Can take either a string or set of strings. exclude: Field(s) to exclude from the JSON output. Can take either a string or set of strings. by_alias: Whether to serialize using field aliases. exclude_unset: Whether to exclude fields that have not been explicitly set. exclude_defaults: Whether to exclude fields that have the default value. exclude_none: Whether to exclude fields that have a value of *None*. round_trip: Whether to use serialization/deserialization between JSON and class instance. warnings: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property model_extra: `dict[str, Any] | None`

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if `config.extra` is not set to *“allow”*.

```
model_fields: ClassVar[dict[str, FieldInfo]] = {'accounts':
FieldInfo(annotation=Dict[str, Account], required=False, default={}),
'applications': FieldInfo(annotation=Dict[str, temp_application], required=False,
default={}), 'domain_group_membership':
FieldInfo(annotation=Dict[Literal[AccountGroup, AccountGroup], List[Account]],
required=False, default={}), 'files': FieldInfo(annotation=List[temp_file],
required=False, default={}), 'folders': FieldInfo(annotation=List[temp_folder],
required=False, default={}), 'local_group_membership':
FieldInfo(annotation=Dict[Tuple[temp_node, Literal[AccountGroup, AccountGroup]],
List[Account]], required=False, default={}), 'nodes':
FieldInfo(annotation=Dict[str, temp_node], required=False, default={}), 'uuid':
FieldInfo(annotation=str, required=True)}
```

Metadata about the fields defined on the model, mapping of field names to `[FieldInfo][pydantic.fields.FieldInfo]`.

This replaces `Model.__fields__` from Pydantic V1.

property model_fields_set: `set[str]`

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```
classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
~typing.Literal['validation', 'serialization'] = 'validation') -> dict[str,
Any]
```

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. ref_template: The reference template. schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

`GenerateJsonSchema` with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod `model_parametrized_name`(*params: tuple[type[Any], ...]*) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

`TypeError`: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod `model_rebuild`(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a `ForwardRef` which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod `model_validate`(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

`ValidationError`: If the object could not be validated.

Returns:

The validated model instance.

classmethod `model_validate_json`(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

`json_data`: The JSON data to validate. `strict`: Whether to enforce types strictly. `context`: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

`ValueError`: If `json_data` is not a JSON string.

register_node(*node*: `temp_node`) → None

TODO.

remove_account_from_group(*account*: `Account`, *group*: `AccountGroup`) → None

TODO.

reset_component_for_episode(*episode*: `int`)

Reset this component to its original state for a new episode.

Override this method with anything that needs to happen within the component for it to be reset.

rotate_account_credentials(*account*: `Account`) → None

TODO.

rotate_all_credentials() → None

TODO.

uuid: `str`

The component UUID.

3.7.17.3.2.3 `primaite.simulator.domain.controller.GroupMembershipValidator`

class `primaite.simulator.domain.controller.GroupMembershipValidator`(*allowed_groups*: `List[AccountGroup]`)

Bases: `ActionPermissionValidator`

Permit actions based on group membership.

Methods

__call__(*request*: `List[str]`, *context*: `Dict`) → bool

Permit the action if the request comes from an account which belongs to the right group.

__init__(*allowed_groups*: `List[AccountGroup]`) → None

Store a list of groups that should be granted permission.

Parameters

allowed_groups (`List[AccountGroup]`) – List of `AccountGroups` that are permitted to perform some action.

3.7.17.3.2.4 `primaite.simulator.domain.controller.temp_application`

`class` `primaite.simulator.domain.controller.temp_application`

Bases: `object`

Placeholder for application class for type hinting purposes.

Methods

3.7.17.3.2.5 `primaite.simulator.domain.controller.temp_file`

`class` `primaite.simulator.domain.controller.temp_file`

Bases: `object`

Placeholder for file class for type hinting purposes.

Methods

3.7.17.3.2.6 `primaite.simulator.domain.controller.temp_folder`

`class` `primaite.simulator.domain.controller.temp_folder`

Bases: `object`

Placeholder for folder class for type hinting purposes.

Methods

3.7.17.3.2.7 `primaite.simulator.domain.controller.temp_node`

`class` `primaite.simulator.domain.controller.temp_node`

Bases: `object`

Placeholder for node class for type hinting purposes.

Methods

3.7.17.4 primaite.simulator.file_system

<code>primaite.simulator.file_system.file_system</code>
<code>primaite.simulator.file_system.file_system_file</code>
<code>primaite.simulator.file_system.file_system_file_type</code>
<code>primaite.simulator.file_system.file_system_folder</code>
<code>primaite.simulator.file_system.file_system_item_abc</code>

3.7.17.4.1 primaite.simulator.file_system.file_system

Classes

<code>FileSystem</code>	Class that contains all the simulation File System.
-------------------------	---

3.7.17.4.1.1 primaite.simulator.file_system.file_system.FileSystem

class `primaite.simulator.file_system.file_system.FileSystem`(*, *uuid: str, folders: Dict = {}*, ***kwargs*)

Bases: `SimComponent`

Class that contains all the simulation File System.

Methods

<code>apply_action</code>	Apply an action to a simulation component.
<code>apply_timestep</code>	Apply a timestep evolution to this component.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>copy_file</code>	Copies a file from one folder to another.
<code>create_file</code>	Creates a <code>FileSystemFile</code> and adds it to the list of files.
<code>create_folder</code>	Creates a <code>FileSystemFolder</code> and adds it to the list of folders.
<code>delete_file</code>	Deletes a file and removes it from the files list.
<code>delete_folder</code>	Deletes a folder, removes it from the folders list and removes any child folders and files.

continues on next page

Table 6 – continued from previous page

<code>describe_state</code>	Get the current state of the FileSystem as a dict.
<code>dict</code>	
<code>from_orm</code>	
<code>get_file_by_id</code>	Checks if the file exists in any file system folders.
<code>get_folder_by_id</code>	Checks if the folder exists.
<code>get_folder_by_name</code>	Returns a the first folder with a matching name.
<code>get_folders</code>	Returns the list of folders.
<code>get_random_file_type</code>	Returns a random FileSystemFileTypeEnum.
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>move_file</code>	Moves a file from one folder to another.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>reset_component_for_episode</code>	Reset this component to its original state for a new episode.
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[FieldInfo][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>folders</code>	List containing all the folders in the file system.

`__init__` (**kwargs)

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`apply_action`(action: List[str], context: Dict = {}) → None

Apply an action to a simulation component. Action data is passed in as a ‘namespaced’ list of strings.

If the list only has one element, the action is intended to be applied directly to this object. If the list has multiple entries, the action is passed to the child of this object specified by the first one or two entries. This is essentially a namespace.

For example, [“turn_on”,.] is meant to apply an action of ‘turn on’ to this component.

However, [“services”, “email_client”, “turn_on”] is meant to ‘turn on’ this component’s email client service.

Parameters

action (List[str]) – List describing the action to apply to this object.

`apply_timestep`(timestep: int) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

`copy`(* , include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

copy_file(*file*: [FileSystemFile](#), *src_folder*: [FileSystemFolder](#), *target_folder*: [FileSystemFolder](#))

Copies a file from one folder to another.

can provide

Param

file: The file to move

Type

file: [FileSystemFile](#)

Param

src_folder: The folder where the file is located

Type

[FileSystemFolder](#)

Param

target_folder: The folder where the file should be moved to

Type

[FileSystemFolder](#)

create_file(*file_name*: *str*, *size*: *float* | *None* = *None*, *file_type*: [FileSystemFileType](#) | *None* = *None*, *folder*: [FileSystemFolder](#) | *None* = *None*, *folder_uuid*: *str* | *None* = *None*) → [FileSystemFile](#)

Creates a [FileSystemFile](#) and adds it to the list of files.

If no *size* or *file_type* are provided, one will be chosen randomly. If no *folder_uuid* or *folder* is provided, a new folder will be created.

Param

file_name: The file name

Type

file_name: *str*

Param

size: The size the file takes on disk.

Type

size: *Optional*[*float*]

Param

file_type: The type of the file

Type

Optional[[FileSystemFileType](#)]

Param

folder: The folder to add the file to

Type

folder: *Optional*[[FileSystemFolder](#)]

Param

folder_uuid: The uuid of the folder to add the file to

Type

folder_uuid: Optional[str]

create_folder(*folder_name: str*) → *FileSystemFolder*

Creates a FileSystemFolder and adds it to the list of folders.

Param

folder_name: The name of the folder

Type

folder_name: str

delete_file(*file: FileSystemFile | None = None*)

Deletes a file and removes it from the files list.

Parameters

file (*Optional[FileSystemFile]*) – The file to delete

delete_folder(*folder: FileSystemFolder*)

Deletes a folder, removes it from the folders list and removes any child folders and files.

Parameters

folder (*FileSystemFolder*) – The folder to remove

describe_state() → Dict

Get the current state of the FileSystem as a dict.

Returns

A dict containing the current state of the FileSystemFile.

folders: Dict

List containing all the folders in the file system.

get_file_by_id(*file_id: str*) → *FileSystemFile*

Checks if the file exists in any file system folders.

get_folder_by_id(*folder_id: str*) → *FileSystemFolder*

Checks if the folder exists.

Param

folder_id: The id of the folder to find

Type

folder_id: str

get_folder_by_name(*folder_name: str*) → *FileSystemFolder*

Returns a the first folder with a matching name.

Returns

Returns the first FileSystemFolder with a matching name

get_folders() → Dict

Returns the list of folders.

get_random_file_type() → *FileSystemFileType*

Returns a random FileSystemFileTypeEnum.

Returns

A random file type Enum

property model_computed_fields: `dict[str, pydantic.fields.ComputedFieldInfo]`

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: `ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}`

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(*_fields_set: set[str] | None = None, **values: Any*) → *Model*

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if *Config.extra = 'allow'* was set since it adds all passed values

Args:

_fields_set: The set of field names accepted for the *Model* instance. *values*: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(***, *update: dict[str, Any] | None = None, deep: bool = False*) → *Model*

Returns a copy of the model.

Args:

update: Values to change/add in the new model. Note: the data is not validated before creating the new model. You should trust this data.

deep: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(***, *mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True*) → `dict[str, Any]`

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to *python* should run.

If *mode* is 'json', the dictionary will only contain JSON serializable types. If *mode* is 'python', the dictionary may contain any Python objects.

include: A list of fields to include in the output. *exclude*: A list of fields to exclude from the output.

by_alias: Whether to use the field's alias in the dictionary key if defined. *exclude_unset*: Whether to

exclude fields that are unset or None from the output. *exclude_defaults*: Whether to exclude fields that

are set to their default value from the output. *exclude_none*: Whether to exclude fields that have a value

of *None* from the output. *round_trip*: Whether to enable serialization and deserialization round-trip

support. *warnings*: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(**indent*: int | None = None, *include*: IncEx = None, *exclude*: IncEx = None, *by_alias*: bool = False, *exclude_unset*: bool = False, *exclude_defaults*: bool = False, *exclude_none*: bool = False, *round_trip*: bool = False, *warnings*: bool = True) → str

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. *include*: Field(s) to include in the JSON output. Can take either a string or set of strings. *exclude*: Field(s) to exclude from the JSON output. Can take either a string or set of strings. *by_alias*: Whether to serialize using field aliases. *exclude_unset*: Whether to exclude fields that have not been explicitly set. *exclude_defaults*: Whether to exclude fields that have the default value. *exclude_none*: Whether to exclude fields that have a value of *None*. *round_trip*: Whether to use serialization/deserialization between JSON and class instance. *warnings*: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to "allow".

model_fields: ClassVar[dict[str, FieldInfo]] = {'folders': FieldInfo(annotation=Dict, required=False, default={}), 'uuid': FieldInfo(annotation=str, required=True)}

Metadata about the fields defined on the model, mapping of field names to [FieldInfo][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

classmethod model_json_schema(*by_alias*: bool = True, *ref_template*: str = '#/\$defs/{model}', *schema_generator*: type[pydantic.json_schema.GenerateJsonSchema] = <class 'pydantic.json_schema.GenerateJsonSchema'>, *mode*: ~typing.Literal['validation', 'serialization'] = 'validation') → dict[str, Any]

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. *ref_template*: The reference template. *schema_generator*: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod `model_parametrized_name`(*params: tuple[type[Any], ...]*) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

`TypeError`: Raised when trying to generate concrete names for non-generic models.

method `model_post_init`(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod `model_rebuild`(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a `ForwardRef` which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod `model_validate`(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

`ValidationError`: If the object could not be validated.

Returns:

The validated model instance.

classmethod `model_validate_json`(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

ValueError: If *json_data* is not a JSON string.

move_file(*file*: FileSystemFile, *src_folder*: FileSystemFolder, *target_folder*: FileSystemFolder)

Moves a file from one folder to another.

can provide

Param

file: The file to move

Type

file: FileSystemFile

Param

src_folder: The folder where the file is located

Type

FileSystemFolder

Param

target_folder: The folder where the file should be moved to

Type

FileSystemFolder

reset_component_for_episode(*episode*: int)

Reset this component to its original state for a new episode.

Override this method with anything that needs to happen within the component for it to be reset.

uuid: str

The component UUID.

3.7.17.4.2 `primaite.simulator.file_system.file_system_file`

Classes

<i>FileSystemFile</i>	Class that represents a file in the simulation.
-----------------------	---

3.7.17.4.2.1 `primaite.simulator.file_system.file_system_file.FileSystemFile`

```
class primaite.simulator.file_system.file_system_file.FileSystemFile(*, uuid: str, name: str,
                                                                    size: float = 0, file_type:
                                                                    FileSystemFileType =
                                                                    None, **kwargs)
```

Bases: *FileSystemItem*

Class that represents a file in the simulation.

Methods

<code>apply_action</code>	Apply an action to a simulation component.
<code>apply_timestep</code>	Apply a timestep evolution to this component.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>describe_state</code>	Get the current state of the FileSystemFile as a dict.
<code>dict</code>	
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>reset_component_for_episode</code>	Reset this component to its original state for a new episode.
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[Field-Info][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>file_type</code>	The type of the FileSystemFile

`__init__`(***kwargs*)

Initialise FileSystemFile class.

Parameters

- **name** (*str*) – The name of the file.
- **file_type** (*Optional[FileSystemFileType]*) – The FileSystemFileType of the file
- **size** (*Optional[float]*) – The size of the FileSystemItem

`apply_action`(*action: List[str], context: Dict = {}*) → None

Apply an action to a simulation component. Action data is passed in as a ‘namespaced’ list of strings.

If the list only has one element, the action is intended to be applied directly to this object. If the list has multiple entries, the action is passed to the child of this object specified by the first one or two entries. This is essentially a namespace.

For example, [“turn_on”,.] is meant to apply an action of ‘turn on’ to this component.

However, [“services”, “email_client”, “turn_on”] is meant to ‘turn on’ this component’s email client service.

Parameters

action (*List[str]*) – List describing the action to apply to this object.

`apply_timestep`(*timestep: int*) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

`copy`(**, include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

describe_state() → Dict

Get the current state of the `FileSystemFile` as a dict.

Returns

A dict containing the current state of the `FileSystemFile`.

file_type: *FileSystemFileType*

The type of the `FileSystemFile`

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(*_fields_set: set[str] | None = None, **values: Any*) → Model

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the *Model* instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(**, update: dict[str, Any] | None = None, deep: bool = False*) → Model

Returns a copy of the model.

Args:

update: Values to change/add in the new model. Note: the data is not validated before creating the new model. You should trust this data.

deep: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(* , mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → dict[str, Any]

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to *python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

include: A list of fields to include in the output. exclude: A list of fields to exclude from the output.

by_alias: Whether to use the field's alias in the dictionary key if defined. exclude_unset: Whether to exclude fields that are unset or None from the output. exclude_defaults: Whether to exclude fields that are set to their default value from the output. exclude_none: Whether to exclude fields that have a value of None from the output. round_trip: Whether to enable serialization and deserialization round-trip support. warnings: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(* , indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. include: Field(s) to include in the JSON output. Can take either a string or set of strings. exclude: Field(s) to exclude from the JSON output. Can take either a string or set of strings. by_alias: Whether to serialize using field aliases. exclude_unset: Whether to exclude fields that have not been explicitly set. exclude_defaults: Whether to exclude fields that have the default value. exclude_none: Whether to exclude fields that have a value of None. round_trip: Whether to use serialization/deserialization between JSON and class instance. warnings: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or None if *config.extra* is not set to "allow".

model_fields: ClassVar[dict[str, FieldInfo]] = {'file_type': FieldInfo(annotation=FileSystemFileType, required=False), 'name': FieldInfo(annotation=str, required=True), 'size': FieldInfo(annotation=float, required=False, default=0), 'uuid': FieldInfo(annotation=str, required=True)}

Metadata about the fields defined on the model, mapping of field names to [FieldInfo][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

classmethod model_json_schema(*by_alias: bool = True, ref_template: str = '#/\$defs/{model}',
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
~typing.Literal['validation', 'serialization'] = 'validation')* → dict[str,
Any]

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. *ref_template:* The reference template.
schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod model_parametrized_name(*params: tuple[type[Any], ...]*) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

TypeError: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after *__init__* and *model_construct*. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod model_rebuild(**, force: bool = False, raise_errors: bool = True,
_parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] |
None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a ForwardRef which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors:* Whether to raise errors, defaults to *True*. *_parent_namespace_depth:* The depth level of the parent namespace, defaults to 2. *_types_namespace:* The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod `model_validate`(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

ValidationError: If the object could not be validated.

Returns:

The validated model instance.

classmethod `model_validate_json`(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

ValueError: If *json_data* is not a JSON string.

name: str

The name of the FileSystemItem.

reset_component_for_episode(*episode: int*)

Reset this component to its original state for a new episode.

Override this method with anything that needs to happen within the component for it to be reset.

size: float

The size the item takes up on disk.

uuid: str

The component UUID.

3.7.17.4.3 `primaite.simulator.file_system.file_system_file_type`

Classes

`FileSystemFileType`

An enumeration of common file types.

3.7.17.4.3.1 `primaite.simulator.file_system.file_system_file_type.FileSystemFileType`

`class primaite.simulator.file_system.file_system_file_type.FileSystemFileType(value)`

Bases: `str`, `Enum`

An enumeration of common file types.

Attributes

<code>UNKNOWN</code>	Unknown file type.
<code>TXT</code>	Plain text file.
<code>DOC</code>	Microsoft Word document (.doc)
<code>DOCX</code>	Microsoft Word document (.docx)
<code>PDF</code>	Portable Document Format.
<code>HTML</code>	HyperText Markup Language file.
<code>XML</code>	Extensible Markup Language file.
<code>CSV</code>	Comma-Separated Values file.
<code>XLS</code>	Microsoft Excel file (.xls)
<code>XLSX</code>	Microsoft Excel file (.xlsx)
<code>JPEG</code>	JPEG image file.
<code>PNG</code>	PNG image file.
<code>GIF</code>	GIF image file.
<code>BMP</code>	Bitmap image file.
<code>MP3</code>	MP3 audio file.
<code>WAV</code>	WAV audio file.
<code>MP4</code>	MP4 video file.
<code>AVI</code>	AVI video file.
<code>MKV</code>	MKV video file.
<code>FLV</code>	FLV video file.
<code>PPT</code>	Microsoft PowerPoint file (.ppt)
<code>PPTX</code>	Microsoft PowerPoint file (.pptx)
<code>JS</code>	JavaScript file.
<code>CSS</code>	Cascading Style Sheets file.
<code>PY</code>	Python script file.
<code>C</code>	C source code file.
<code>CPP</code>	C++ source code file.
<code>JAVA</code>	Java source code file.
<code>RAR</code>	RAR archive file.
<code>ZIP</code>	ZIP archive file.
<code>TAR</code>	TAR archive file.
<code>GZ</code>	Gzip compressed file.

AVI = '17'

AVI video file.

BMP = '13'

Bitmap image file.

C = '25'

C source code file.

CPP = '26'
C++ source code file.

CSS = '23'
Cascading Style Sheets file.

CSV = '7'
Comma-Separated Values file.

DOC = '2'
Microsoft Word document (.doc)

DOCX = '3'
Microsoft Word document (.docx)

FLV = '19'
FLV video file.

GIF = '12'
GIF image file.

GZ = '31'
Gzip compressed file.

HTML = '5'
HyperText Markup Language file.

JAVA = '27'
Java source code file.

JPEG = '10'
JPEG image file.

JS = '22'
JavaScript file.

MKV = '18'
MKV video file.

MP3 = '14'
MP3 audio file.

MP4 = '16'
MP4 video file.

PDF = '4'
Portable Document Format.

PNG = '11'
PNG image file.

PPT = '20'
Microsoft PowerPoint file (.ppt)

PPTX = '21'
Microsoft PowerPoint file (.pptx)

PY = '24'
 Python script file.

RAR = '28'
 RAR archive file.

TAR = '30'
 TAR archive file.

TXT = '1'
 Plain text file.

UNKNOWN = '0'
 Unknown file type.

WAV = '15'
 WAV audio file.

XLS = '8'
 Microsoft Excel file (.xls)

XLSX = '9'
 Microsoft Excel file (.xlsx)

XML = '6'
 Extensible Markup Language file.

ZIP = '29'
 ZIP archive file.

3.7.17.4.4 `primaite.simulator.file_system.file_system_folder`

Classes

<i>FileSystemFolder</i>	Simulation FileSystemFolder.
-------------------------	------------------------------

3.7.17.4.4.1 `primaite.simulator.file_system.file_system_folder.FileSystemFolder`

```
class primaite.simulator.file_system.file_system_folder.FileSystemFolder(*, uuid: str, name: str, size: float = 0, files: Dict = {}, is_quarantined: bool = False, **kwargs)
```

Bases: *FileSystemItem*

Simulation FileSystemFolder.

Methods

<code>add_file</code>	Adds a file to the folder list.
<code>apply_action</code>	Apply an action to a simulation component.
<code>apply_timestep</code>	Apply a timestep evolution to this component.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>describe_state</code>	Get the current state of the FileSystemFolder as a dict.
<code>dict</code>	
<code>end_quarantine</code>	Ends the quarantine of the File System Folder.
<code>from_orm</code>	
<code>get_file_by_id</code>	Return a FileSystemFile with the matching id.
<code>get_file_by_name</code>	Return a FileSystemFile with the matching id.
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>quarantine</code>	Quarantines the File System Folder.
<code>quarantine_status</code>	Returns true if the folder is being quarantined.
<code>remove_file</code>	Removes a file from the folder list.
<code>reset_component_for_episode</code>	Reset this component to its original state for a new episode.
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	

continues on next page

Table 8 – continued from previous page

validate

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[Field-Info][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>files</code>	List of files stored in the folder.
<code>is_quarantined</code>	Flag that marks the folder as quarantined if true.

`__init__` (**kwargs)

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`add_file`(file: `FileSystemFile`)

Adds a file to the folder list.

`apply_action`(action: `List[str]`, context: `Dict = {}`) → None

Apply an action to a simulation component. Action data is passed in as a ‘namespaced’ list of strings.

If the list only has one element, the action is intended to be applied directly to this object. If the list has multiple entries, the action is passed to the child of this object specified by the first one or two entries. This is essentially a namespace.

For example, `[“turn_on”,]` is meant to apply an action of ‘turn on’ to this component.

However, `[“services”, “email_client”, “turn_on”]` is meant to ‘turn on’ this component’s email client service.

Parameters

action (`List[str]`) – List describing the action to apply to this object.

`apply_timestep`(timestep: `int`) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

`copy`(* , include: `AbstractSetIntStr | MappingIntStrAny | None = None`, exclude: `AbstractSetIntStr | MappingIntStrAny | None = None`, update: `Dict[str, Any] | None = None`, deep: `bool = False`) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use *model_copy* instead.

If you need *include* or *exclude*, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data) `
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

describe_state() → Dict

Get the current state of the FileSystemFolder as a dict.

Returns

A dict containing the current state of the FileSystemFile.

end_quarantine()

Ends the quarantine of the File System Folder.

files: Dict

List of files stored in the folder.

get_file_by_id(file_id: str) → FileSystemFile

Return a FileSystemFile with the matching id.

get_file_by_name(file_name: str) → FileSystemFile

Return a FileSystemFile with the matching id.

is_quarantined: bool

Flag that marks the folder as quarantined if true.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(_fields_set: set[str] | None = None, **values: Any) → Model

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the Model instance. values: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(* , update: dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

Args:

update: Values to change/add in the new model. Note: the data is not validated before creating the new model. You should trust this data.

`deep`: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(* , mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → dict[str, Any]

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to_python should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

`include`: A list of fields to include in the output. `exclude`: A list of fields to exclude from the output.

`by_alias`: Whether to use the field's alias in the dictionary key if defined. `exclude_unset`: Whether to

exclude fields that are unset or None from the output. `exclude_defaults`: Whether to exclude fields that

are set to their default value from the output. `exclude_none`: Whether to exclude fields that have a value

of *None* from the output. `round_trip`: Whether to enable serialization and deserialization round-trip

support. `warnings`: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(* , indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

`indent`: Indentation to use in the JSON output. If None is passed, the output will be compact. `include`:

Field(s) to include in the JSON output. Can take either a string or set of strings. `exclude`: Field(s)

to exclude from the JSON output. Can take either a string or set of strings. `by_alias`: Whether to

serialize using field aliases. `exclude_unset`: Whether to exclude fields that have not been explicitly

set. `exclude_defaults`: Whether to exclude fields that have the default value. `exclude_none`: Whether

to exclude fields that have a value of *None*. `round_trip`: Whether to use serialization/deserialization

between JSON and class instance. `warnings`: Whether to show any warnings that occurred during

serialization.

Returns:

A JSON string representation of the model.

property model_extra: `dict[str, Any] | None`

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to “allow”.

```
model_fields: ClassVar[dict[str, FieldInfo]] = {'files':
FieldInfo(annotation=Dict, required=False, default={}), 'is_quarantined':
FieldInfo(annotation=bool, required=False, default=False), 'name':
FieldInfo(annotation=str, required=True), 'size': FieldInfo(annotation=float,
required=False, default=0), 'uuid': FieldInfo(annotation=str, required=True)}
```

Metadata about the fields defined on the model, mapping of field names to *[FieldInfo][pydantic.fields.FieldInfo]*.

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: `set[str]`

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```
classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,
Any]
```

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. *ref_template*: The reference template.
schema_generator: To override the logic used to generate the JSON schema, ass a subclass of *GenerateJsonSchema* with your desired modifications
mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

```
classmethod model_parametrized_name(params: tuple[type[Any], ...]) → str
```

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class
Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

TypeError: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod model_rebuild(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a ForwardRef which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod model_validate(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

ValidationError: If the object could not be validated.

Returns:

The validated model instance.

classmethod model_validate_json(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

ValueError: If *json_data* is not a JSON string.

name: str

The name of the FileSystemItem.

quarantine()

Quarantines the File System Folder.

quarantine_status() → bool

Returns true if the folder is being quarantined.

remove_file(*file*: FileSystemFile | None)

Removes a file from the folder list.

The method can take a FileSystemFile object or a file id.

Param

file: The file to remove

Type

Optional[FileSystemFile]

reset_component_for_episode(*episode*: int)

Reset this component to its original state for a new episode.

Override this method with anything that needs to happen within the component for it to be reset.

size: float

The size the item takes up on disk.

uuid: str

The component UUID.

3.7.17.4.5 primaite.simulator.file_system.file_system_item_abc

Classes

FileSystemItem

Abstract base class for FileSystemItems used in the file system simulation.

3.7.17.4.5.1 primaite.simulator.file_system.file_system_item_abc.FileSystemItem

```
class primaite.simulator.file_system.file_system_item_abc.FileSystemItem(*, uuid: str, name: str, size: float = 0, **kwargs)
```

Bases: *SimComponent*

Abstract base class for FileSystemItems used in the file system simulation.

Methods

<code>apply_action</code>	Apply an action to a simulation component.
<code>apply_timestep</code>	Apply a timestep evolution to this component.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>describe_state</code>	Returns the state of the FileSystemItem.
<code>dict</code>	
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>reset_component_for_episode</code>	Reset this component to its original state for a new episode.
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[Field-Info][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>name</code>	The name of the <code>FileSystemItem</code> .
<code>size</code>	The size the item takes up on disk.

`__init__` (**kwargs)

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`apply_action`(action: List[str], context: Dict = {}) → None

Apply an action to a simulation component. Action data is passed in as a ‘namespaced’ list of strings.

If the list only has one element, the action is intended to be applied directly to this object. If the list has multiple entries, the action is passed to the child of this object specified by the first one or two entries. This is essentially a namespace.

For example, [“turn_on”,.] is meant to apply an action of ‘turn on’ to this component.

However, [“services”, “email_client”, “turn_on”] is meant to ‘turn on’ this component’s email client service.

Parameters

action (List[str]) – List describing the action to apply to this object.

`apply_timestep`(timestep: int) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

`copy`(* , include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

describe_state() → Dict

Returns the state of the `FileSystemItem`.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding `ComputedFieldInfo` objects.

model_config: ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(*_fields_set:* set[str] | None = None, ***values:* Any) → Model

Creates a new instance of the `Model` class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the `Model` instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the `Model` class with validated data.

model_copy(***, *update:* dict[str, Any] | None = None, *deep:* bool = False) → Model

Returns a copy of the model.

Args:

update: Values to change/add in the new model. Note: the data is not validated before creating the new model. You should trust this data.

deep: Set to `True` to make a deep copy of the model.

Returns:

New model instance.

model_dump(***, *mode:* Literal['json', 'python'] | str = 'python', *include:* IncEx = None, *exclude:* IncEx = None, *by_alias:* bool = False, *exclude_unset:* bool = False, *exclude_defaults:* bool = False, *exclude_none:* bool = False, *round_trip:* bool = False, *warnings:* bool = True) → dict[str, Any]

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which *to_python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

include: A list of fields to include in the output. exclude: A list of fields to exclude from the output. by_alias: Whether to use the field's alias in the dictionary key if defined. exclude_unset: Whether to exclude fields that are unset or None from the output. exclude_defaults: Whether to exclude fields that are set to their default value from the output. exclude_none: Whether to exclude fields that have a value of *None* from the output. round_trip: Whether to enable serialization and deserialization round-trip support. warnings: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(**indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True*) → str

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. include: Field(s) to include in the JSON output. Can take either a string or set of strings. exclude: Field(s) to exclude from the JSON output. Can take either a string or set of strings. by_alias: Whether to serialize using field aliases. exclude_unset: Whether to exclude fields that have not been explicitly set. exclude_defaults: Whether to exclude fields that have the default value. exclude_none: Whether to exclude fields that have a value of *None*. round_trip: Whether to use serialization/deserialization between JSON and class instance. warnings: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to "allow".

model_fields: ClassVar[dict[str, FieldInfo]] = {'name': FieldInfo(annotation=str, required=True), 'size': FieldInfo(annotation=float, required=False, default=0), 'uuid': FieldInfo(annotation=str, required=True)}

Metadata about the fields defined on the model, mapping of field names to [Field-Info][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set, i.e. that were not filled from defaults.

classmethod model_json_schema(*by_alias: bool = True, ref_template: str = '#/\$defs/{model}', schema_generator: type[pydantic.json_schema.GenerateJsonSchema] = <class 'pydantic.json_schema.GenerateJsonSchema'>, mode: ~typing.Literal['validation', 'serialization'] = 'validation')* → dict[str, Any]

Generates a JSON schema for a model class.

Args:

`by_alias`: Whether to use attribute aliases or not. `ref_template`: The reference template.
`schema_generator`: To override the logic used to generate the JSON schema, ass a subclass of

`GenerateJsonSchema` with your desired modifications

`mode`: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod `model_parametrized_name`(*params: tuple[type[Any], ...]*) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

`Model` with 2 type variables and a concrete model `Model[str, int]`, the value `(str, int)` would be passed to `params`.

Returns:

String representing the new class where `params` are passed to `cls` as type variables.

Raises:

`TypeError`: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod `model_rebuild`(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a `ForwardRef` which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

`force`: Whether to force the rebuilding of the model schema, defaults to `False`. `raise_errors`: Whether to raise errors, defaults to `True`. `_parent_namespace_depth`: The depth level of the parent namespace, defaults to 2. `_types_namespace`: The types namespace, defaults to `None`.

Returns:

Returns `None` if the schema is already “complete” and rebuilding was not required. If rebuilding `_was_` required, returns `True` if rebuilding was successful, otherwise `False`.

classmethod `model_validate`(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

`obj`: The object to validate. `strict`: Whether to raise an exception on invalid fields. `from_attributes`: Whether to extract data from object attributes. `context`: Additional context to pass to the validator.

Raises:

`ValidationError`: If the object could not be validated.

Returns:

The validated model instance.

classmethod `model_validate_json`(*json_data*: *str* | *bytes* | *bytearray*, *, *strict*: *bool* | *None* = *None*, *context*: *dict*[*str*, *Any*] | *None* = *None*) → *Model*

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

`ValueError`: If *json_data* is not a JSON string.

name: **str**

The name of the `FileSystemItem`.

reset_component_for_episode(*episode*: *int*)

Reset this component to its original state for a new episode.

Override this method with anything that needs to happen within the component for it to be reset.

size: **float**

The size the item takes up on disk.

uuid: **str**

The component UUID.

3.7.17.5 `primaite.simulator.network`

`primaite.simulator.network.hardware`

`primaite.simulator.network.protocols`

`primaite.simulator.network.transmission`

`primaite.simulator.network.utils`

3.7.17.5.1 `primaite.simulator.network.hardware`

`primaite.simulator.network.hardware.base`

`primaite.simulator.network.hardware.nodes`

3.7.17.5.1.1 `primaite.simulator.network.hardware.base`

Functions

<code>generate_mac_address</code>	Generate a random MAC Address.
-----------------------------------	--------------------------------

3.7.17.5.1.2 `primaite.simulator.network.hardware.base.generate_mac_address`

`primaite.simulator.network.hardware.base.generate_mac_address(oui: str | None = None) → str`

Generate a random MAC Address.

Example

```
>>> generate_mac_address()
'ef:7e:97:c8:a8:ce'
```

```
>>> generate_mac_address(oui='aa:bb:cc')
'aa:bb:cc:42:ba:41'
```

Parameters

oui – The Organizationally Unique Identifier (OUI) portion of the MAC address. It should be a string with the first 3 bytes (24 bits) in the format “XX:XX:XX”.

Raises

ValueError – If the ‘oui’ is not in the correct format (hexadecimal and 6 characters).

Classes

<code>ARPCache</code>	The ARPCache (Address Resolution Protocol) class.
<code>ICMP</code>	The ICMP (Internet Control Message Protocol) class.
<code>Link</code>	Represents a network link between NIC<-->NIC, NIC<-->SwitchPort, or SwitchPort<-->SwitchPort.
<code>NIC</code>	Models a Network Interface Card (NIC) in a computer or network device.
<code>Node</code>	A basic Node class that represents a node on the network.
<code>NodeOperatingState</code>	Enumeration of Node Operating States.
<code>Switch</code>	A class representing a Layer 2 network switch.
<code>SwitchPort</code>	Models a switch port in a network switch device.

3.7.17.5.1.3 primaite.simulator.network.hardware.base.ARPCache

class `primaite.simulator.network.hardware.base.ARPCache`(*sys_log*: SysLog)

Bases: object

The ARPCache (Address Resolution Protocol) class.

Responsible for maintaining a mapping between IP addresses and MAC addresses (ARP cache) for the network. It provides methods for looking up, adding, and removing entries, and for processing ARPPackets.

Methods

<code>clear_arp_cache</code>	Clear the entire ARP cache, removing all stored entries.
<code>get_arp_cache_mac_address</code>	Get the MAC address associated with an IP address.
<code>get_arp_cache_nic</code>	Get the NIC associated with an IP address.
<code>process_arp_packet</code>	Process a received ARP packet, handling both ARP requests and responses.
<code>send_arp_request</code>	Perform a standard ARP request for a given target IP address.

`__init__`(*sys_log*: SysLog)

Initialize an ARP (Address Resolution Protocol) cache.

Parameters

sys_log – The nodes sys log.

`clear_arp_cache`()

Clear the entire ARP cache, removing all stored entries.

`get_arp_cache_mac_address`(*ip_address*: IPv4Address) → str | None

Get the MAC address associated with an IP address.

Parameters

ip_address – The IP address to look up in the cache.

Returns

The MAC address associated with the IP address, or None if not found.

`get_arp_cache_nic`(*ip_address*: IPv4Address) → NIC | None

Get the NIC associated with an IP address.

Parameters

ip_address – The IP address to look up in the cache.

Returns

The NIC associated with the IP address, or None if not found.

`process_arp_packet`(*from_nic*: NIC, *arp_packet*: ARPPacket)

Process a received ARP packet, handling both ARP requests and responses.

If an ARP request is received for the local IP, a response is sent back. If an ARP response is received, the ARP cache is updated with the new entry.

Parameters

- **from_nic** – The NIC that received the ARP packet.

- **arp_packet** – The ARP packet to be processed.

send_arp_request(*target_ip_address: IPv4Address | str*)

Perform a standard ARP request for a given target IP address.

Broadcasts the request through all enabled NICs to determine the MAC address corresponding to the target IP address.

Parameters

target_ip_address – The target IP address to send an ARP request for.

3.7.17.5.1.4 primaite.simulator.network.hardware.base.ICMP

class `primaite.simulator.network.hardware.base.ICMP`(*sys_log: SysLog, arp_cache: ARPCache*)

Bases: object

The ICMP (Internet Control Message Protocol) class.

Provides functionalities for managing and handling ICMP packets, including echo requests and replies.

Methods

<code>ping</code>	Send an ICMP echo request (ping) to a target IP address and manage the sequence and identifier.
<code>process_icmp</code>	Process an ICMP packet, including handling echo requests and replies.

__init__(*sys_log: SysLog, arp_cache: ARPCache*)

Initialize the ICMP (Internet Control Message Protocol) service.

Parameters

- **sys_log** – The system log to store system messages and information.
- **arp_cache** – The ARP cache for resolving IP to MAC address mappings.

ping(*target_ip_address: IPv4Address, sequence: int = 0, identifier: int | None = None*) → Tuple[int, int | None]

Send an ICMP echo request (ping) to a target IP address and manage the sequence and identifier.

Parameters

- **target_ip_address** – The target IP address to send the ping.
- **sequence** – The sequence number of the echo request. Defaults to 0.
- **identifier** – An optional identifier for the ICMP packet. If None, a default will be used.

Returns

A tuple containing the next sequence number and the identifier, or (0, None) if the target IP address was not found in the ARP cache.

process_icmp(*frame: Frame*)

Process an ICMP packet, including handling echo requests and replies.

Parameters

frame – The Frame containing the ICMP packet to process.

3.7.17.5.1.5 `primaite.simulator.network.hardware.base.Link`

```
class primaite.simulator.network.hardware.base.Link(*uuid: str, endpoint_a: NIC | SwitchPort,  
endpoint_b: NIC | SwitchPort, bandwidth: float  
= 100.0, current_load: float = 0.0, **kwargs)
```

Bases: *SimComponent*

Represents a network link between NIC<->NIC, NIC<->SwitchPort, or SwitchPort<->SwitchPort.

Parameters

- **endpoint_a** – The first NIC or SwitchPort connected to the Link.
- **endpoint_b** – The second NIC or SwitchPort connected to the Link.
- **bandwidth** – The bandwidth of the Link in Mbps (default is 100 Mbps).

Methods

<code>apply_action</code>	Apply an action to the Link.
<code>apply_timestep</code>	Apply a timestep evolution to this component.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>describe_state</code>	Get the current state of the Link as a dict.
<code>dict</code>	
<code>endpoint_down</code>	Let the Link know and endpoint has been brought down.
<code>endpoint_up</code>	Let the Link know and endpoint has been brought up.
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>reset_component_for_episode</code>	Link reset function.
<code>schema</code>	
<code>schema_json</code>	
<code>transmit_frame</code>	Send a network frame from one NIC or SwitchPort to another connected NIC or SwitchPort.
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>current_load_percent</code>	Get the current load formatted as a percentage string.
<code>is_up</code>	Informs whether the link is up.
<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[Field-Info][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>endpoint_a</code>	The first NIC or SwitchPort connected to the Link.
<code>endpoint_b</code>	The second NIC or SwitchPort connected to the Link.
<code>bandwidth</code>	The bandwidth of the Link in Mbps (default is 100 Mbps).
<code>current_load</code>	The current load on the link in Mbps.

`__init__`(***kwargs*)

Ensure that `endpoint_a` and `endpoint_b` are not the same NIC.

Connect the link to the NICs after creation.

Raises

ValueError – If `endpoint_a` and `endpoint_b` are the same NIC.

`apply_action`(*action: str*)

Apply an action to the Link.

Parameters

action (*str*) – The action to be applied.

`apply_timestep`(*timestep: int*) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

bandwidth: float

The bandwidth of the Link in Mbps (default is 100 Mbps).

`copy`(**, include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

current_load: float

The current load on the link in Mbps.

property current_load_percent: str

Get the current load formatted as a percentage string.

describe_state() → Dict

Get the current state of the Link as a dict.

Returns

A dict containing the current state of the Link.

endpoint_a: *NIC* | *SwitchPort*

The first NIC or SwitchPort connected to the Link.

endpoint_b: *NIC* | *SwitchPort*

The second NIC or SwitchPort connected to the Link.

endpoint_down()

Let the Link know and endpoint has been brought down.

endpoint_up()

Let the Link know and endpoint has been brought up.

property is_up: bool

Informs whether the link is up.

This is based upon both NIC endpoints being enabled.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(*_fields_set: set[str] | None = None, **values: Any*) → Model

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the Model instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(* , update: dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

Args:

update: Values to change/add in the new model. Note: the data is not validated before creating the new model. You should trust this data.

deep: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(* , mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → dict[str, Any]

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to *python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

include: A list of fields to include in the output. **exclude:** A list of fields to exclude from the output.

by_alias: Whether to use the field's alias in the dictionary key if defined. **exclude_unset:** Whether to exclude fields that are unset or None from the output. **exclude_defaults:** Whether to exclude fields that are set to their default value from the output. **exclude_none:** Whether to exclude fields that have a value of *None* from the output. **round_trip:** Whether to enable serialization and deserialization round-trip support. **warnings:** Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(* , indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. **include:** Field(s) to include in the JSON output. Can take either a string or set of strings. **exclude:** Field(s) to exclude from the JSON output. Can take either a string or set of strings. **by_alias:** Whether to serialize using field aliases. **exclude_unset:** Whether to exclude fields that have not been explicitly set. **exclude_defaults:** Whether to exclude fields that have the default value. **exclude_none:** Whether to exclude fields that have a value of *None*. **round_trip:** Whether to use serialization/deserialization between JSON and class instance. **warnings:** Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to “allow”.

```

model_fields: ClassVar[dict[str, FieldInfo]] = {'bandwidth':
FieldInfo(annotation=float, required=False, default=100.0), 'current_load':
FieldInfo(annotation=float, required=False, default=0.0), 'endpoint_a':
FieldInfo(annotation=Union[NIC, SwitchPort], required=True), 'endpoint_b':
FieldInfo(annotation=Union[NIC, SwitchPort], required=True), 'uuid':
FieldInfo(annotation=str, required=True)}

```

Metadata about the fields defined on the model, mapping of field names to [*FieldInfo*][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```

classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,
Any]

```

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. *ref_template*: The reference template.
schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

```

classmethod model_parametrized_name(params: tuple[type[Any], ...]) → str

```

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

TypeError: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod model_rebuild(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a ForwardRef which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod model_validate(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

ValidationError: If the object could not be validated.

Returns:

The validated model instance.

classmethod model_validate_json(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

ValueError: If *json_data* is not a JSON string.

reset_component_for_episode(*episode: int*)

Link reset function.

Reset:

- returns the link `current_load` to 0.

transmit_frame(*sender_nic: NIC | SwitchPort, frame: Frame*) → bool

Send a network frame from one NIC or SwitchPort to another connected NIC or SwitchPort.

Parameters

- **sender_nic** – The NIC or SwitchPort sending the frame.
- **frame** – The network frame to be sent.

Returns

True if the Frame can be sent, otherwise False.

uuid: **str**

The component UUID.

3.7.17.5.1.6 primaite.simulator.network.hardware.base.NIC

```
class primaite.simulator.network.hardware.base.NIC(*, uuid: str, ip_address: IPv4Address,
                                                    subnet_mask: str, gateway: IPv4Address,
                                                    mac_address: str, speed: int = 100, mtu: int =
                                                    1500, wake_on_lan: bool = False, dns_servers:
                                                    List[IPv4Address] = [], connected_node: Node |
                                                    None = None, connected_link: Link | None =
                                                    None, enabled: bool = False, pcap:
                                                    PacketCapture | None = None, **kwargs)
```

Bases: *SimComponent*

Models a Network Interface Card (NIC) in a computer or network device.

Parameters

- **ip_address** – The IPv4 address assigned to the NIC.
- **subnet_mask** – The subnet mask assigned to the NIC.
- **gateway** – The default gateway IP address for forwarding network traffic to other networks.
- **mac_address** – The MAC address of the NIC. Defaults to a randomly set MAC address.
- **speed** – The speed of the NIC in Mbps (default is 100 Mbps).
- **mtu** – The Maximum Transmission Unit (MTU) of the NIC in Bytes, representing the largest data packet size it can handle without fragmentation (default is 1500 B).
- **wake_on_lan** – Indicates if the NIC supports Wake-on-LAN functionality.
- **dns_servers** – List of IP addresses of DNS servers used for name resolution.

Methods

<i>add_dns_server</i>	Add a DNS server IP address.
<i>apply_action</i>	Apply an action to the NIC.
<i>apply_timestep</i>	Apply a timestep evolution to this component.
<i>connect_link</i>	Connect the NIC to a link.
construct	
<i>copy</i>	Returns a copy of the model.
<i>describe_state</i>	Get the current state of the NIC as a dict.
dict	
<i>disable</i>	Disable the NIC.

continues on next page

Table 9 – continued from previous page

<i>disconnect_link</i>	Disconnect the NIC from the connected Link.
<i>enable</i>	Attempt to enable the NIC.
<i>from_orm</i>	
<i>json</i>	
<i>model_construct</i>	Creates a new instance of the <i>Model</i> class with validated data.
<i>model_copy</i>	Returns a copy of the model.
<i>model_dump</i>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<i>model_dump_json</i>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<i>model_json_schema</i>	Generates a JSON schema for a model class.
<i>model_parametrized_name</i>	Compute the class name for parametrizations of generic classes.
<i>model_post_init</i>	Override this method to perform additional initialization after <i>__init__</i> and <i>model_construct</i> .
<i>model_rebuild</i>	Try to rebuild the pydantic-core schema for the model.
<i>model_validate</i>	Validate a pydantic model instance.
<i>model_validate_json</i>	Validate the given JSON data against the Pydantic model.
<i>parse_file</i>	
<i>parse_obj</i>	
<i>parse_raw</i>	
<i>receive_frame</i>	Receive a network frame from the connected link if the NIC is enabled.
<i>remove_dns_server</i>	Remove a DNS server IP Address.
<i>reset_component_for_episode</i>	Reset this component to its original state for a new episode.
<i>schema</i>	
<i>schema_json</i>	
<i>send_frame</i>	Send a network frame from the NIC to the connected link.
<i>update_forward_refs</i>	
<i>validate</i>	

Attributes

<code>ip_network</code>	Return the IPv4Network of the NIC.
<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[Field-Info][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>ip_address</code>	The IP address assigned to the NIC for communication on an IP-based network.
<code>subnet_mask</code>	The subnet mask assigned to the NIC.
<code>gateway</code>	The default gateway IP address for forwarding network traffic to other networks.
<code>mac_address</code>	The MAC address of the NIC.
<code>speed</code>	The speed of the NIC in Mbps.
<code>mtu</code>	The Maximum Transmission Unit (MTU) of the NIC in Bytes.
<code>wake_on_lan</code>	Indicates if the NIC supports Wake-on-LAN functionality.
<code>dns_servers</code>	List of IP addresses of DNS servers used for name resolution.
<code>connected_node</code>	The Node to which the NIC is connected.
<code>connected_link</code>	The Link to which the NIC is connected.
<code>enabled</code>	Indicates whether the NIC is enabled.
<code>pcap</code>	

`__init__`(**kwargs*)

NIC constructor.

Performs some type conversion the calls `super().__init__()`. Then performs some checking on the `ip_address` and `gateway` just to check that it's all been configured correctly.

Raises

ValueError – When the `ip_address` and `gateway` are the same. And when the `ip_address/subnet mask` are a network address.

`add_dns_server`(*ip_address: IPv4Address*)

Add a DNS server IP address.

Parameters

ip_address (*ipaddress.IPv4Address*) – The IP address of the DNS server to be added.

`apply_action`(*action: str*)

Apply an action to the NIC.

Parameters

action (*str*) – The action to be applied.

`apply_timestep`(*timestep: int*) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

connect_link(*link*: [Link](#))

Connect the NIC to a link.

Parameters

link ([Link](#)) – The link to which the NIC is connected.

connected_link: [Link](#) | None

The Link to which the NIC is connected.

connected_node: [Node](#) | None

The Node to which the NIC is connected.

copy(**, include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → Model
Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use *model_copy* instead.

If you need *include* or *exclude*, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data) `
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

describe_state() → Dict

Get the current state of the NIC as a dict.

Returns

A dict containing the current state of the NIC.

disable()

Disable the NIC.

disconnect_link()

Disconnect the NIC from the connected Link.

dns_servers: List[IPv4Address]

List of IP addresses of DNS servers used for name resolution.

enable()

Attempt to enable the NIC.

enabled: `bool`

Indicates whether the NIC is enabled.

gateway: `IPv4Address`

The default gateway IP address for forwarding network traffic to other networks. Randomly generated upon creation.

ip_address: `IPv4Address`

The IP address assigned to the NIC for communication on an IP-based network.

property ip_network: `IPv4Network`

Return the IPv4Network of the NIC.

Returns

The IPv4Network from the ip_address/subnet mask.

mac_address: `str`

The MAC address of the NIC. Defaults to a randomly set MAC address.

property model_computed_fields: `dict[str, pydantic.fields.ComputedFieldInfo]`

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: `ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}`

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(*_fields_set: set[str] | None = None, **values: Any*) → `Model`

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if *Config.extra = 'allow'* was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the Model instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(**, update: dict[str, Any] | None = None, deep: bool = False*) → `Model`

Returns a copy of the model.

Args:

update: Values to change/add in the new model. **Note: the data is not validated** before creating the new model. You should trust this data.

`deep`: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(**, mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True*) → `dict[str, Any]`

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which *to_python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

include: A list of fields to include in the output. exclude: A list of fields to exclude from the output.

by_alias: Whether to use the field's alias in the dictionary key if defined. exclude_unset: Whether to exclude fields that are unset or None from the output. exclude_defaults: Whether to exclude fields that are set to their default value from the output. exclude_none: Whether to exclude fields that have a value of *None* from the output. round_trip: Whether to enable serialization and deserialization round-trip support. warnings: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

```
model_dump_json(* , indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str
```

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. include: Field(s) to include in the JSON output. Can take either a string or set of strings. exclude: Field(s) to exclude from the JSON output. Can take either a string or set of strings. by_alias: Whether to serialize using field aliases. exclude_unset: Whether to exclude fields that have not been explicitly set. exclude_defaults: Whether to exclude fields that have the default value. exclude_none: Whether to exclude fields that have a value of *None*. round_trip: Whether to use serialization/deserialization between JSON and class instance. warnings: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

```
property model_extra: dict[str, Any] | None
```

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to "allow".

```
model_fields: ClassVar[dict[str, FieldInfo]] = {'connected_link': FieldInfo(annotation=Union[Link, NoneType], required=False), 'connected_node': FieldInfo(annotation=Union[Node, NoneType], required=False), 'dns_servers': FieldInfo(annotation=List[IPv4Address], required=False, default=[]), 'enabled': FieldInfo(annotation=bool, required=False, default=False), 'gateway': FieldInfo(annotation=IPv4Address, required=True), 'ip_address': FieldInfo(annotation=IPv4Address, required=True), 'mac_address': FieldInfo(annotation=str, required=True), 'mtu': FieldInfo(annotation=int, required=False, default=1500), 'pcap': FieldInfo(annotation=Union[PacketCapture, NoneType], required=False), 'speed': FieldInfo(annotation=int, required=False, default=100), 'subnet_mask': FieldInfo(annotation=str, required=True), 'uuid': FieldInfo(annotation=str, required=True), 'wake_on_lan': FieldInfo(annotation=bool, required=False, default=False)}
```

Metadata about the fields defined on the model, mapping of field names to [*FieldInfo*][*pydantic.fields.FieldInfo*].

This replaces *Model.__fields__* from Pydantic V1.

property *model_fields_set*: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

classmethod *model_json_schema*(*by_alias*: bool = True, *ref_template*: str = '#/\$defs/{model}',
schema_generator: type[*pydantic.json_schema.GenerateJsonSchema*]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, *mode*:
~*typing.Literal*['validation', 'serialization'] = 'validation') → dict[str,
Any]

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. *ref_template*: The reference template.
schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod *model_parametrized_name*(*params*: tuple[type[Any], ...]) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model*[*str*, *int*], the value (*str*, *int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

TypeError: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context*: Any) → None

Override this method to perform additional initialization after *__init__* and *model_construct*. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod *model_rebuild*(*, *force*: bool = False, *raise_errors*: bool = True,
_parent_namespace_depth: int = 2, *_types_namespace*: dict[str, Any] |
None = None) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a ForwardRef which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. raise_errors: Whether to raise errors, defaults to *True*. _parent_namespace_depth: The depth level of the parent namespace, defaults to 2. _types_namespace: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod model_validate(obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. strict: Whether to raise an exception on invalid fields. from_attributes: Whether to extract data from object attributes. context: Additional context to pass to the validator.

Raises:

ValidationError: If the object could not be validated.

Returns:

The validated model instance.

classmethod model_validate_json(json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. strict: Whether to enforce types strictly. context: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

ValueError: If *json_data* is not a JSON string.

mtu: int

The Maximum Transmission Unit (MTU) of the NIC in Bytes. Default is 1500 B

receive_frame(frame: Frame) → bool

Receive a network frame from the connected link if the NIC is enabled.

The Frame is passed to the Node.

Parameters

frame (Frame) – The network frame being received.

remove_dns_server(ip_address: IPv4Address)

Remove a DNS server IP Address.

Parameters

ip_address (ipaddress.IPv4Address) – The IP address of the DNS server to be removed.

reset_component_for_episode(episode: int)

Reset this component to its original state for a new episode.

Override this method with anything that needs to happen within the component for it to be reset.

send_frame(*frame*: Frame) → bool

Send a network frame from the NIC to the connected link.

Parameters

frame (Frame) – The network frame to be sent.

speed: int

The speed of the NIC in Mbps. Default is 100 Mbps.

subnet_mask: str

The subnet mask assigned to the NIC.

uuid: str

The component UUID.

wake_on_lan: bool

Indicates if the NIC supports Wake-on-LAN functionality.

3.7.17.5.1.7 `primaite.simulator.network.hardware.base.Node`

```
class primaite.simulator.network.hardware.base.Node(*, uuid: str, hostname: str, operating_state:
    NodeOperatingState =
    NodeOperatingState.OFF, nics: Dict[str, NIC]
    = {}, accounts: Dict = {}, applications: Dict =
    {}, services: Dict = {}, processes: Dict = {},
    file_system: FileSystem, sys_log: SysLog, arp:
    ARPCache, icmp: ICMP, session_manager:
    SessionManager, software_manager:
    SoftwareManager, revealed_to_red: bool =
    False, **kwargs)
```

Bases: *SimComponent*

A basic Node class that represents a node on the network.

This class manages the state of the node, including the NICs (Network Interface Cards), accounts, applications, services, processes, file system, and various managers like ARP, ICMP, SessionManager, and SoftwareManager.

Parameters

- **hostname** – The node hostname on the network.
- **operating_state** – The node operating state, either ON or OFF.

Methods

<code>apply_action</code>	Apply an action to a simulation component.
<code>apply_timestep</code>	Apply a timestep evolution to this component.
<code>connect_nic</code>	Connect a NIC (Network Interface Card) to the node.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>describe_state</code>	Describe the state of the Node.
<code>dict</code>	

continues on next page

Table 10 – continued from previous page

<i>disconnect_nic</i>	Disconnect a NIC (Network Interface Card) from the node.
<i>from_orm</i>	
<i>json</i>	
<i>model_construct</i>	Creates a new instance of the <i>Model</i> class with validated data.
<i>model_copy</i>	Returns a copy of the model.
<i>model_dump</i>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<i>model_dump_json</i>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<i>model_json_schema</i>	Generates a JSON schema for a model class.
<i>model_parametrized_name</i>	Compute the class name for parametrizations of generic classes.
<i>model_post_init</i>	Override this method to perform additional initialization after <i>__init__</i> and <i>model_construct</i> .
<i>model_rebuild</i>	Try to rebuild the pydantic-core schema for the model.
<i>model_validate</i>	Validate a pydantic model instance.
<i>model_validate_json</i>	Validate the given JSON data against the Pydantic model.
<i>parse_file</i>	
<i>parse_obj</i>	
<i>parse_raw</i>	
<i>ping</i>	Ping an IP address, performing a standard ICMP echo request/response.
<i>power_off</i>	Power off the Node, disabling its NICs if it is in the ON state.
<i>power_on</i>	Power on the Node, enabling its NICs if it is in the OFF state.
<i>receive_frame</i>	Receive a Frame from the connected NIC and process it.
<i>reset_component_for_episode</i>	Reset this component to its original state for a new episode.
<i>schema</i>	
<i>schema_json</i>	
<i>send_frame</i>	Send a Frame from the Node to the connected NIC.
<i>show</i>	Prints a table of the NICs on the Node..
<i>update_forward_refs</i>	
<i>validate</i>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[Field-Info][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>hostname</code>	The node hostname on the network.
<code>operating_state</code>	The hardware state of the node.
<code>nics</code>	The NICs on the node.
<code>accounts</code>	All accounts on the node.
<code>applications</code>	All applications on the node.
<code>services</code>	All services on the node.
<code>processes</code>	All processes on the node.
<code>file_system</code>	The nodes file system.
<code>sys_log</code>	
<code>arp</code>	
<code>icmp</code>	
<code>session_manager</code>	
<code>software_manager</code>	
<code>revealed_to_red</code>	Informs whether the node has been revealed to a red agent.

`__init__`(***kwargs*)

Initialize the Node with various components and managers.

This method initializes the ARP cache, ICMP handler, session manager, and software manager if they are not provided.

accounts: Dict

All accounts on the node.

applications: Dict

All applications on the node.

apply_action(*action: List[str], context: Dict = {}*) → None

Apply an action to a simulation component. Action data is passed in as a ‘namespaced’ list of strings.

If the list only has one element, the action is intended to be applied directly to this object. If the list has multiple entries, the action is passed to the child of this object specified by the first one or two entries. This is essentially a namespace.

For example, [“turn_on”,] is meant to apply an action of ‘turn on’ to this component.

However, [“services”, “email_client”, “turn_on”] is meant to ‘turn on’ this component’s email client service.

Parameters

action (*List[str]*) – List describing the action to apply to this object.

apply_timestep(*timestep: int*) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

connect_nic(*nic: NIC*)

Connect a NIC (Network Interface Card) to the node.

Parameters

nic – The NIC to connect.

Raises

NetworkError – If the NIC is already connected.

copy(**, include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use *model_copy* instead.

If you need *include* or *exclude*, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data) `
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

describe_state() → Dict

Describe the state of the Node.

Returns

A dictionary representing the state of the node.

disconnect_nic(*nic: NIC | str*)

Disconnect a NIC (Network Interface Card) from the node.

Parameters

nic – The NIC to Disconnect, or its UUID.

Raises

NetworkError – If the NIC is not connected.

file_system: *FileSystem*

The nodes file system.

hostname: `str`

The node hostname on the network.

property model_computed_fields: `dict[str, pydantic.fields.ComputedFieldInfo]`

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: `ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}`

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(*_fields_set: set[str] | None = None, **values: Any*) → *Model*

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if *Config.extra = 'allow'* was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the *Model* instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(**, update: dict[str, Any] | None = None, deep: bool = False*) → *Model*

Returns a copy of the model.

Args:

update: Values to change/add in the new model. **Note: the data is not validated** before creating the new model. You should trust this data.

`deep`: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(**, mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True*) → `dict[str, Any]`

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which *to_python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

`include`: A list of fields to include in the output. `exclude`: A list of fields to exclude from the output.

`by_alias`: Whether to use the field's alias in the dictionary key if defined. `exclude_unset`: Whether to exclude fields that are unset or None from the output. `exclude_defaults`: Whether to exclude fields that are set to their default value from the output. `exclude_none`: Whether to exclude fields that have a value

of *None* from the output. `round_trip`: Whether to enable serialization and deserialization round-trip support. `warnings`: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

`model_dump_json`(**indent*: int | None = None, *include*: IncEx = None, *exclude*: IncEx = None, *by_alias*: bool = False, *exclude_unset*: bool = False, *exclude_defaults*: bool = False, *exclude_none*: bool = False, *round_trip*: bool = False, *warnings*: bool = True) → str

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's `to_json` method.

Args:

`indent`: Indentation to use in the JSON output. If None is passed, the output will be compact. `include`: Field(s) to include in the JSON output. Can take either a string or set of strings. `exclude`: Field(s) to exclude from the JSON output. Can take either a string or set of strings. `by_alias`: Whether to serialize using field aliases. `exclude_unset`: Whether to exclude fields that have not been explicitly set. `exclude_defaults`: Whether to exclude fields that have the default value. `exclude_none`: Whether to exclude fields that have a value of *None*. `round_trip`: Whether to use serialization/deserialization between JSON and class instance. `warnings`: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if `config.extra` is not set to "allow".

```
model_fields: ClassVar[dict[str, FieldInfo]] = {'accounts':
FieldInfo(annotation=Dict, required=False, default={}), 'applications':
FieldInfo(annotation=Dict, required=False, default={}), 'arp':
FieldInfo(annotation=ARPCache, required=True), 'file_system':
FieldInfo(annotation=FileSystem, required=True), 'hostname':
FieldInfo(annotation=str, required=True), 'icmp': FieldInfo(annotation=ICMP,
required=True), 'nics': FieldInfo(annotation=Dict[str, NIC], required=False,
default={}), 'operating_state': FieldInfo(annotation=NodeOperatingState,
required=False, default=<NodeOperatingState.OFF: 0>), 'processes':
FieldInfo(annotation=Dict, required=False, default={}), 'revealed_to_red':
FieldInfo(annotation=bool, required=False, default=False), 'services':
FieldInfo(annotation=Dict, required=False, default={}), 'session_manager':
FieldInfo(annotation=SessionManager, required=True), 'software_manager':
FieldInfo(annotation=SoftwareManager, required=True), 'sys_log':
FieldInfo(annotation=SysLog, required=True), 'uuid': FieldInfo(annotation=str,
required=True)}
```

Metadata about the fields defined on the model, mapping of field names to `[FieldInfo][pydantic.fields.FieldInfo]`.

This replaces `Model.__fields__` from Pydantic V1.

property model_fields_set: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```
classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',
                               schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
                               = <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
                               ~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,
                               Any]
```

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. ref_template: The reference template.
schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

```
classmethod model_parametrized_name(params: tuple[type[Any], ...]) → str
```

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

TypeError: Raised when trying to generate concrete names for non-generic models.

```
model_post_init(_BaseModel__context: Any) → None
```

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

```
classmethod model_rebuild(* , force: bool = False, raise_errors: bool = True,
                           _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] |
                           None = None) → bool | None
```

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a ForwardRef which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. raise_errors: Whether to raise errors, defaults to *True*. _parent_namespace_depth: The depth level of the parent namespace, defaults to 2. _types_namespace: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding `_was_` required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod model_validate(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

ValidationError: If the object could not be validated.

Returns:

The validated model instance.

classmethod model_validate_json(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

ValueError: If *json_data* is not a JSON string.

nics: Dict[str, NIC]

The NICs on the node.

operating_state: NodeOperatingState

The hardware state of the node.

ping(*target_ip_address: IPv4Address | str, pings: int = 4*) → bool

Ping an IP address, performing a standard ICMP echo request/response.

Parameters

- **target_ip_address** – The target IP address to ping.
- **pings** – The number of pings to attempt, default is 4.

Returns

True if the ping is successful, otherwise False.

power_off()

Power off the Node, disabling its NICs if it is in the ON state.

power_on()

Power on the Node, enabling its NICs if it is in the OFF state.

processes: Dict

All processes on the node.

receive_frame(*frame: Frame, from_nic: NIC*)

Receive a Frame from the connected NIC and process it.

Depending on the protocol, the frame is passed to the appropriate handler such as ARP or ICMP, or up to the SessionManager if no code manager exists.

Parameters

- **frame** – The Frame being received.
- **from_nic** – The NIC that received the frame.

reset_component_for_episode(*episode: int*)

Reset this component to its original state for a new episode.

Override this method with anything that needs to happen within the component for it to be reset.

revealed_to_red: bool

Informs whether the node has been revealed to a red agent.

send_frame(*frame: Frame*)

Send a Frame from the Node to the connected NIC.

Parameters

frame – The Frame to be sent.

services: Dict

All services on the node.

show()

Prints a table of the NICs on the Node..

uuid: str

The component UUID.

3.7.17.5.1.8 primaite.simulator.network.hardware.base.NodeOperatingState

class `primaite.simulator.network.hardware.base.NodeOperatingState`(*value*)

Bases: Enum

Enumeration of Node Operating States.

Attributes

<i>OFF</i>	The node is powered off.
<i>ON</i>	The node is powered on.
<i>SHUTTING_DOWN</i>	The node is in the process of shutting down.
<i>BOOTING</i>	The node is in the process of booting up.

BOOTING = 3

The node is in the process of booting up.

OFF = 0

The node is powered off.

ON = 1

The node is powered on.

SHUTTING_DOWN = 2

The node is in the process of shutting down.

3.7.17.5.1.9 primaite.simulator.network.hardware.base.Switch

```
class primaite.simulator.network.hardware.base.Switch(*, uuid: str, hostname: str, operating_state:
    NodeOperatingState =
    NodeOperatingState.OFF, nics: Dict[str,
    NIC] = {}, accounts: Dict = {}, applications:
    Dict = {}, services: Dict = {}, processes: Dict
    = {}, file_system: FileSystem, sys_log:
    SysLog, arp: ARPCache, icmp: ICMP,
    session_manager: SessionManager,
    software_manager: SoftwareManager,
    revealed_to_red: bool = False, num_ports:
    int = 24, switch_ports: Dict[int, SwitchPort]
    = {}, dst_mac_table: Dict[str, SwitchPort] =
    {}, **kwargs)
```

Bases: *Node*

A class representing a Layer 2 network switch.

Methods

<i>apply_action</i>	Apply an action to a simulation component.
<i>apply_timestep</i>	Apply a timestep evolution to this component.
<i>connect_nic</i>	Connect a NIC (Network Interface Card) to the node.
<i>construct</i>	
<i>copy</i>	Returns a copy of the model.
<i>describe_state</i>	TODO.
<i>dict</i>	
<i>disconnect_link_from_port</i>	Disconnect a given link from the specified port number on the switch.
<i>disconnect_nic</i>	Disconnect a NIC (Network Interface Card) from the node.
<i>forward_frame</i>	Forward a frame to the appropriate port based on the destination MAC address.
<i>from_orm</i>	
<i>json</i>	
<i>model_construct</i>	Creates a new instance of the <i>Model</i> class with validated data.
<i>model_copy</i>	Returns a copy of the model.
<i>model_dump</i>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<i>model_dump_json</i>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<i>model_json_schema</i>	Generates a JSON schema for a model class.
<i>model_parametrized_name</i>	Compute the class name for parametrizations of generic classes.

continues on next page

Table 11 – continued from previous page

<i>model_post_init</i>	Override this method to perform additional initialization after <i>__init__</i> and <i>model_construct</i> .
<i>model_rebuild</i>	Try to rebuild the pydantic-core schema for the model.
<i>model_validate</i>	Validate a pydantic model instance.
<i>model_validate_json</i>	Validate the given JSON data against the Pydantic model.
<i>parse_file</i>	
<i>parse_obj</i>	
<i>parse_raw</i>	
<i>ping</i>	Ping an IP address, performing a standard ICMP echo request/response.
<i>power_off</i>	Power off the Node, disabling its NICs if it is in the ON state.
<i>power_on</i>	Power on the Node, enabling its NICs if it is in the OFF state.
<i>receive_frame</i>	Receive a Frame from the connected NIC and process it.
<i>reset_component_for_episode</i>	Reset this component to its original state for a new episode.
<i>schema</i>	
<i>schema_json</i>	
<i>send_frame</i>	Send a Frame from the Node to the connected NIC.
<i>show</i>	Prints a table of the SwitchPorts on the Switch.
<i>update_forward_refs</i>	
<i>validate</i>	

Attributes

<i>model_computed_fields</i>	Get the computed fields of this model instance.
<i>model_config</i>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<i>model_extra</i>	Get extra fields set during validation.
<i>model_fields</i>	Metadata about the fields defined on the model, mapping of field names to <i>[Field-Info][pydantic.fields.FieldInfo]</i> .
<i>model_fields_set</i>	Returns the set of fields that have been set on this model instance.
<i>num_ports</i>	The number of ports on the switch.
<i>switch_ports</i>	The SwitchPorts on the switch.
<i>dst_mac_table</i>	A MAC address table mapping destination MAC addresses to corresponding SwitchPorts.

`__init__(**kwargs)`

Initialize the Node with various components and managers.

This method initializes the ARP cache, ICMP handler, session manager, and software manager if they are not provided.

accounts: Dict

All accounts on the node.

applications: Dict

All applications on the node.

apply_action(*action: List[str], context: Dict = {}*) → None

Apply an action to a simulation component. Action data is passed in as a ‘namespaced’ list of strings.

If the list only has one element, the action is intended to be applied directly to this object. If the list has multiple entries, the action is passed to the child of this object specified by the first one or two entries. This is essentially a namespace.

For example, [“turn_on”,.] is meant to apply an action of ‘turn on’ to this component.

However, [“services”, “email_client”, “turn_on”] is meant to ‘turn on’ this component’s email client service.

Parameters

action (*List [str]*) – List describing the action to apply to this object.

apply_timestep(*timestep: int*) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

connect_nic(*nic: NIC*)

Connect a NIC (Network Interface Card) to the node.

Parameters

nic – The NIC to connect.

Raises

NetworkError – If the NIC is already connected.

copy(**, include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use *model_copy* instead.

If you need *include* or *exclude*, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

describe_state() → Dict

TODO.

disconnect_link_from_port(*link*: Link, *port_number*: int)

Disconnect a given link from the specified port number on the switch.

Parameters

- **link** – The Link object to be disconnected.
- **port_number** – The port number on the switch from where the link should be disconnected.

Raises

NetworkError – When an invalid port number is provided or the link does not match the connection.

disconnect_nic(*nic*: NIC | str)

Disconnect a NIC (Network Interface Card) from the node.

Parameters

nic – The NIC to Disconnect, or its UUID.

Raises

NetworkError – If the NIC is not connected.

dst_mac_table: Dict[str, SwitchPort]

A MAC address table mapping destination MAC addresses to corresponding SwitchPorts.

file_system: FileSystem

The nodes file system.

forward_frame(*frame*: Frame, *incoming_port*: SwitchPort)

Forward a frame to the appropriate port based on the destination MAC address.

Parameters

- **frame** – The Frame to be forwarded.
- **incoming_port** – The port number from which the frame was received.

hostname: str

The node hostname on the network.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod `model_construct`(*_fields_set*: *set*[*str*] | *None* = *None*, ***values*: *Any*) → *Model*

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the *Model* instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(***, *update*: *dict*[*str*, *Any*] | *None* = *None*, *deep*: *bool* = *False*) → *Model*

Returns a copy of the model.

Args:

update: Values to change/add in the new model. Note: the data is not validated before creating the new model. You should trust this data.

`deep`: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(***, *mode*: *Literal*['*json*', '*python*'] | *str* = '*python*', *include*: *IncEx* = *None*, *exclude*: *IncEx* = *None*, *by_alias*: *bool* = *False*, *exclude_unset*: *bool* = *False*, *exclude_defaults*: *bool* = *False*, *exclude_none*: *bool* = *False*, *round_trip*: *bool* = *False*, *warnings*: *bool* = *True*) → *dict*[*str*, *Any*]

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to *python* should run.

If `mode` is '*json*', the dictionary will only contain JSON serializable types. If `mode` is '*python*', the dictionary may contain any Python objects.

`include`: A list of fields to include in the output. `exclude`: A list of fields to exclude from the output.

`by_alias`: Whether to use the field's alias in the dictionary key if defined. `exclude_unset`: Whether to

exclude fields that are unset or *None* from the output. `exclude_defaults`: Whether to exclude fields that

are set to their default value from the output. `exclude_none`: Whether to exclude fields that have a value

of *None* from the output. `round_trip`: Whether to enable serialization and deserialization round-trip

support. `warnings`: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(***, *indent*: *int* | *None* = *None*, *include*: *IncEx* = *None*, *exclude*: *IncEx* = *None*, *by_alias*: *bool* = *False*, *exclude_unset*: *bool* = *False*, *exclude_defaults*: *bool* = *False*, *exclude_none*: *bool* = *False*, *round_trip*: *bool* = *False*, *warnings*: *bool* = *True*) → *str*

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's `to_json` method.

Args:

`indent`: Indentation to use in the JSON output. If *None* is passed, the output will be compact. `include`:

Field(s) to include in the JSON output. Can take either a string or set of strings. `exclude`: Field(s)

to exclude from the JSON output. Can take either a string or set of strings. `by_alias`: Whether to

serialize using field aliases. `exclude_unset`: Whether to exclude fields that have not been explicitly set. `exclude_defaults`: Whether to exclude fields that have the default value. `exclude_none`: Whether to exclude fields that have a value of `None`. `round_trip`: Whether to use serialization/deserialization between JSON and class instance. `warnings`: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property `model_extra`: `dict[str, Any] | None`

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or `None` if `config.extra` is not set to “allow”.

```
model_fields: ClassVar[dict[str, FieldInfo]] = {'accounts':
FieldInfo(annotation=Dict, required=False, default={}), 'applications':
FieldInfo(annotation=Dict, required=False, default={}), 'arp':
FieldInfo(annotation=ARPCache, required=True), 'dst_mac_table':
FieldInfo(annotation=Dict[str, SwitchPort], required=False, default={}),
'file_system': FieldInfo(annotation=FileSystem, required=True), 'hostname':
FieldInfo(annotation=str, required=True), 'icmp': FieldInfo(annotation=ICMP,
required=True), 'nics': FieldInfo(annotation=Dict[str, NIC], required=False,
default={}), 'num_ports': FieldInfo(annotation=int, required=False, default=24),
'operating_state': FieldInfo(annotation=NodeOperatingState, required=False,
default=<NodeOperatingState.OFF: 0>), 'processes': FieldInfo(annotation=Dict,
required=False, default={}), 'revealed_to_red': FieldInfo(annotation=bool,
required=False, default=False), 'services': FieldInfo(annotation=Dict,
required=False, default={}), 'session_manager':
FieldInfo(annotation=SessionManager, required=True), 'software_manager':
FieldInfo(annotation=SoftwareManager, required=True), 'switch_ports':
FieldInfo(annotation=Dict[int, SwitchPort], required=False, default={}), 'sys_log':
FieldInfo(annotation=SysLog, required=True), 'uuid': FieldInfo(annotation=str,
required=True)}
```

Metadata about the fields defined on the model, mapping of field names to `[FieldInfo][pydantic.fields.FieldInfo]`.

This replaces `Model.__fields__` from Pydantic V1.

property `model_fields_set`: `set[str]`

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```
classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,
Any]
```

Generates a JSON schema for a model class.

Args:

`by_alias`: Whether to use attribute aliases or not. `ref_template`: The reference template.
`schema_generator`: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod `model_parametrized_name`(*params: tuple[type[Any], ...]*) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

`TypeError`: Raised when trying to generate concrete names for non-generic models.

method `model_post_init`(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod `model_rebuild`(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a `ForwardRef` which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod `model_validate`(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

`ValidationError`: If the object could not be validated.

Returns:

The validated model instance.

classmethod `model_validate_json`(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

`json_data`: The JSON data to validate. `strict`: Whether to enforce types strictly. `context`: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

`ValueError`: If `json_data` is not a JSON string.

nics: `Dict[str, NIC]`

The NICs on the node.

num_ports: `int`

The number of ports on the switch.

operating_state: `NodeOperatingState`

The hardware state of the node.

ping(`target_ip_address: IPv4Address | str`, `pings: int = 4`) → `bool`

Ping an IP address, performing a standard ICMP echo request/response.

Parameters

- **target_ip_address** – The target IP address to ping.
- **pings** – The number of pings to attempt, default is 4.

Returns

True if the ping is successful, otherwise False.

power_off()

Power off the Node, disabling its NICs if it is in the ON state.

power_on()

Power on the Node, enabling its NICs if it is in the OFF state.

processes: `Dict`

All processes on the node.

receive_frame(`frame: Frame`, `from_nic: NIC`)

Receive a Frame from the connected NIC and process it.

Depending on the protocol, the frame is passed to the appropriate handler such as ARP or ICMP, or up to the SessionManager if no code manager exists.

Parameters

- **frame** – The Frame being received.
- **from_nic** – The NIC that received the frame.

reset_component_for_episode(`episode: int`)

Reset this component to its original state for a new episode.

Override this method with anything that needs to happen within the component for it to be reset.

revealed_to_red: `bool`

Informs whether the node has been revealed to a red agent.

send_frame(*frame*: Frame)

Send a Frame from the Node to the connected NIC.

Parameters

frame – The Frame to be sent.

services: Dict

All services on the node.

show()

Prints a table of the SwitchPorts on the Switch.

switch_ports: Dict[int, SwitchPort]

The SwitchPorts on the switch.

uuid: str

The component UUID.

3.7.17.5.1.10 primaite.simulator.network.hardware.base.SwitchPort

```
class primaite.simulator.network.hardware.base.SwitchPort(*, uuid: str, port_num: int = 1,
                                                         mac_address: str, speed: int = 100, mtu:
                                                         int = 1500, connected_node: Switch |
                                                         None = None, connected_link: Link |
                                                         None = None, enabled: bool = False,
                                                         pcap: PacketCapture | None = None,
                                                         **kwargs)
```

Bases: *SimComponent*

Models a switch port in a network switch device.

Parameters

- **mac_address** – The MAC address of the SwitchPort. Defaults to a randomly set MAC address.
- **speed** – The speed of the SwitchPort in Mbps (default is 100 Mbps).
- **mtu** – The Maximum Transmission Unit (MTU) of the SwitchPort in Bytes, representing the largest data packet size it can handle without fragmentation (default is 1500 B).

Methods

<i>apply_action</i>	Apply an action to the SwitchPort.
<i>apply_timestep</i>	Apply a timestep evolution to this component.
<i>connect_link</i>	Connect the SwitchPort to a link.
<i>construct</i>	
<i>copy</i>	Returns a copy of the model.
<i>describe_state</i>	Get the current state of the SwitchPort as a dict.
<i>dict</i>	
<i>disable</i>	Disable the SwitchPort.
<i>disconnect_link</i>	Disconnect the SwitchPort from the connected Link.

continues on next page

Table 12 – continued from previous page

<i>enable</i>	Attempt to enable the SwitchPort.
<i>from_orm</i>	
<i>json</i>	
<i>model_construct</i>	Creates a new instance of the <i>Model</i> class with validated data.
<i>model_copy</i>	Returns a copy of the model.
<i>model_dump</i>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<i>model_dump_json</i>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<i>model_json_schema</i>	Generates a JSON schema for a model class.
<i>model_parametrized_name</i>	Compute the class name for parametrizations of generic classes.
<i>model_post_init</i>	Override this method to perform additional initialization after <i>__init__</i> and <i>model_construct</i> .
<i>model_rebuild</i>	Try to rebuild the pydantic-core schema for the model.
<i>model_validate</i>	Validate a pydantic model instance.
<i>model_validate_json</i>	Validate the given JSON data against the Pydantic model.
<i>parse_file</i>	
<i>parse_obj</i>	
<i>parse_raw</i>	
<i>receive_frame</i>	Receive a network frame from the connected link if the SwitchPort is enabled.
<i>reset_component_for_episode</i>	Reset this component to its original state for a new episode.
<i>schema</i>	
<i>schema_json</i>	
<i>send_frame</i>	Send a network frame from the SwitchPort to the connected link.
<i>update_forward_refs</i>	
<i>validate</i>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[Field-Info][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>port_num</code>	
<code>mac_address</code>	The MAC address of the SwitchPort.
<code>speed</code>	The speed of the SwitchPort in Mbps.
<code>mtu</code>	The Maximum Transmission Unit (MTU) of the SwitchPort in Bytes.
<code>connected_node</code>	The Node to which the SwitchPort is connected.
<code>connected_link</code>	The Link to which the SwitchPort is connected.
<code>enabled</code>	Indicates whether the SwitchPort is enabled.
<code>pcap</code>	

`__init__`(***kwargs*)

The SwitchPort constructor.

`apply_action`(*action*: *str*)

Apply an action to the SwitchPort.

Parameters

action (*str*) – The action to be applied.

`apply_timestep`(*timestep*: *int*) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

`connect_link`(*link*: *Link*)

Connect the SwitchPort to a link.

Parameters

link – The link to which the SwitchPort is connected.

`connected_link`: *Link* | None

The Link to which the SwitchPort is connected.

`connected_node`: *Switch* | None

The Node to which the SwitchPort is connected.

`copy`(**include*: *AbstractSetIntStr* | *MappingIntStrAny* | None = None, *exclude*: *AbstractSetIntStr* | *MappingIntStrAny* | None = None, *update*: *Dict[str, Any]* | None = None, *deep*: *bool* = False) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need *include* or *exclude*, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data) `
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

describe_state() → Dict

Get the current state of the SwitchPort as a dict.

Returns

A dict containing the current state of the SwitchPort.

disable()

Disable the SwitchPort.

disconnect_link()

Disconnect the SwitchPort from the connected Link.

enable()

Attempt to enable the SwitchPort.

enabled: bool

Indicates whether the SwitchPort is enabled.

mac_address: str

The MAC address of the SwitchPort. Defaults to a randomly set MAC address.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(_fields_set: set[str] | None = None, **values: Any) → Model

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the Model instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(* , update: dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

Args:

update: Values to change/add in the new model. Note: the data is not validated before creating the new model. You should trust this data.

deep: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(* , mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → dict[str, Any]

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to *python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

include: A list of fields to include in the output. **exclude:** A list of fields to exclude from the output.

by_alias: Whether to use the field's alias in the dictionary key if defined. **exclude_unset:** Whether to exclude fields that are unset or None from the output. **exclude_defaults:** Whether to exclude fields that are set to their default value from the output. **exclude_none:** Whether to exclude fields that have a value of *None* from the output. **round_trip:** Whether to enable serialization and deserialization round-trip support. **warnings:** Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(* , indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. **include:** Field(s) to include in the JSON output. Can take either a string or set of strings. **exclude:** Field(s) to exclude from the JSON output. Can take either a string or set of strings. **by_alias:** Whether to serialize using field aliases. **exclude_unset:** Whether to exclude fields that have not been explicitly set. **exclude_defaults:** Whether to exclude fields that have the default value. **exclude_none:** Whether to exclude fields that have a value of *None*. **round_trip:** Whether to use serialization/deserialization between JSON and class instance. **warnings:** Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to “allow”.

```
model_fields: ClassVar[dict[str, FieldInfo]] = {'connected_link':
FieldInfo(annotation=Union[Link, NoneType], required=False), 'connected_node':
FieldInfo(annotation=Union[Switch, NoneType], required=False), 'enabled':
FieldInfo(annotation=bool, required=False, default=False), 'mac_address':
FieldInfo(annotation=str, required=True), 'mtu': FieldInfo(annotation=int,
required=False, default=1500), 'pcap': FieldInfo(annotation=Union[PacketCapture,
NoneType], required=False), 'port_num': FieldInfo(annotation=int, required=False,
default=1), 'speed': FieldInfo(annotation=int, required=False, default=100),
'uuid': FieldInfo(annotation=str, required=True)}
```

Metadata about the fields defined on the model, mapping of field names to *[Field-Info][pydantic.fields.FieldInfo]*.

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```
classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,
Any]
```

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. *ref_template*: The reference template.
schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

```
classmethod model_parametrized_name(params: tuple[type[Any], ...]) → str
```

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

TypeError: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod model_rebuild(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a ForwardRef which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod model_validate(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

ValidationError: If the object could not be validated.

Returns:

The validated model instance.

classmethod model_validate_json(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

ValueError: If *json_data* is not a JSON string.

mtu: int

The Maximum Transmission Unit (MTU) of the SwitchPort in Bytes. Default is 1500 B

receive_frame(*frame: Frame*) → bool

Receive a network frame from the connected link if the SwitchPort is enabled.

The Frame is passed to the Node.

Parameters

frame – The network frame being received.

reset_component_for_episode(*episode: int*)

Reset this component to its original state for a new episode.

Override this method with anything that needs to happen within the component for it to be reset.

send_frame(*frame: Frame*) → bool

Send a network frame from the SwitchPort to the connected link.

Parameters

frame – The network frame to be sent.

speed: int

The speed of the SwitchPort in Mbps. Default is 100 Mbps.

uuid: str

The component UUID.

3.7.17.5.1.11 `primaite.simulator.network.hardware.nodes`

3.7.17.5.2 `primaite.simulator.network.protocols`

primaite.simulator.network.protocols.arp

3.7.17.5.2.1 `primaite.simulator.network.protocols.arp`

Classes

<i>ARPEntry</i>	Represents an entry in the ARP cache.
<i>ARPPacket</i>	Represents the ARP layer of a network frame.

3.7.17.5.2.2 `primaite.simulator.network.protocols.arp.ARPEntry`

class `primaite.simulator.network.protocols.arp.ARPEntry`(**, mac_address: str, nic_uuid: str*)

Bases: BaseModel

Represents an entry in the ARP cache.

Parameters

- **mac_address** – The MAC address associated with the IP address.
- **nic** – The NIC through which the NIC with the IP address is reachable.

Methods

<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>dict</code>	
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configuration for the model, should be a dictionary conforming to <code>[ConfigDict][pydantic.config.ConfigDict]</code> .
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[FieldInfo][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>mac_address</code>	
<code>nic_uuid</code>	

`__init__`(***data: Any*) → None

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`copy`(**, include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → Model
Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

`deep`: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

property `model_computed_fields`: `dict[str, pydantic.fields.ComputedFieldInfo]`

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding `ComputedFieldInfo` objects.

model_config: `ClassVar[ConfigDict] = {}`

Configuration for the model, should be a dictionary conforming to `[ConfigDict][pydantic.config.ConfigDict]`.

classmethod model_construct(`_fields_set: set[str] | None = None, **values: Any`) → `Model`

Creates a new instance of the `Model` class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the `Model` instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the `Model` class with validated data.

model_copy(`*, update: dict[str, Any] | None = None, deep: bool = False`) → `Model`

Returns a copy of the model.

Args:

update: Values to change/add in the new model. Note: the data is not validated before creating the new model. You should trust this data.

`deep`: Set to `True` to make a deep copy of the model.

Returns:

New model instance.

model_dump(`*, mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True`) → `dict[str, Any]`

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to `python` should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

`include`: A list of fields to include in the output. `exclude`: A list of fields to exclude from the output.

`by_alias`: Whether to use the field's alias in the dictionary key if defined. `exclude_unset`: Whether to exclude fields that are unset or None from the output. `exclude_defaults`: Whether to exclude fields that are set to their default value from the output. `exclude_none`: Whether to exclude fields that have a value of `None` from the output. `round_trip`: Whether to enable serialization and deserialization round-trip support. `warnings`: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(`*, indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True`) → `str`

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's `to_json` method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. include: Field(s) to include in the JSON output. Can take either a string or set of strings. exclude: Field(s) to exclude from the JSON output. Can take either a string or set of strings. by_alias: Whether to serialize using field aliases. exclude_unset: Whether to exclude fields that have not been explicitly set. exclude_defaults: Whether to exclude fields that have the default value. exclude_none: Whether to exclude fields that have a value of *None*. round_trip: Whether to use serialization/deserialization between JSON and class instance. warnings: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to “allow”.

model_fields: ClassVar[dict[str, FieldInfo]] = {'mac_address': FieldInfo(annotation=str, required=True), 'nic_uuid': FieldInfo(annotation=str, required=True)}

Metadata about the fields defined on the model, mapping of field names to [*FieldInfo*][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

classmethod model_json_schema(*by_alias: bool = True, ref_template: str = '#/\$defs/{model}', schema_generator: type[pydantic.json_schema.GenerateJsonSchema] = <class 'pydantic.json_schema.GenerateJsonSchema'>, mode: ~typing.Literal['validation', 'serialization'] = 'validation') → dict[str, Any]*

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. ref_template: The reference template. schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod model_parametrized_name(*params: tuple[type[Any], ...]*) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value *(str, int)* would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

`TypeError`: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod model_rebuild(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a `ForwardRef` which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod model_validate(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

`ValidationError`: If the object could not be validated.

Returns:

The validated model instance.

classmethod model_validate_json(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

`ValueError`: If *json_data* is not a JSON string.

3.7.17.5.2.3 primaite.simulator.network.protocols.arp.ARPPacket

```
class primaite.simulator.network.protocols.arp.ARPPacket(*, request: bool = True,
                                                         sender_mac_addr: str, sender_ip:
                                                         IPv4Address, target_mac_addr: str | None
                                                         = None, target_ip: IPv4Address)
```

Bases: BaseModel

Represents the ARP layer of a network frame.

Parameters

- **request** – ARP operation. True if a request, False if a reply.
- **sender_mac_addr** – Sender MAC address.
- **sender_ip** – Sender IP address.
- **target_mac_addr** – Target MAC address.
- **target_ip** – Target IP address.

Example

```
>>> arp_request = ARPPacket(
...     sender_mac_addr="aa:bb:cc:dd:ee:ff",
...     sender_ip=IPv4Address("192.168.0.1"),
...     target_ip=IPv4Address("192.168.0.2")
... )
>>> arp_response = ARPPacket(
...     sender_mac_addr="aa:bb:cc:dd:ee:ff",
...     sender_ip=IPv4Address("192.168.0.1"),
...     target_ip=IPv4Address("192.168.0.2")
... )
```

Methods

<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>dict</code>	
<code>from_orm</code>	
<code>generate_reply</code>	Generate a new ARPPacket to be sent as a response with a given mac address.
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configuration for the model, should be a dictionary conforming to <code>[ConfigDict][pydantic.config.ConfigDict]</code> .
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[FieldInfo][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>request</code>	ARP operation.
<code>sender_mac_addr</code>	Sender MAC address.
<code>sender_ip</code>	Sender IP address.
<code>target_mac_addr</code>	Target MAC address.
<code>target_ip</code>	Target IP address.

`__init__`(***data: Any*) → None

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`copy`(**, include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → Model
Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

`deep`: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

`generate_reply`(*mac_address: str*) → `ARPPacket`

Generate a new `ARPPacket` to be sent as a response with a given mac address.

Parameters

mac_address – The mac_address that was being sought after from the original target IP address.

Returns

A new instance of ARPPacket.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: ClassVar[ConfigDict] = {}

Configuration for the model, should be a dictionary conforming to [ConfigDict][pydantic.config.ConfigDict].

classmethod model_construct(*_fields_set: set[str] | None = None, **values: Any*) → Model

Creates a new instance of the *Model* class with validated data.

Creates a new model setting *__dict__* and *__pydantic_fields_set__* from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if *Config.extra = 'allow'* was set since it adds all passed values

Args:

_fields_set: The set of field names accepted for the Model instance. *values*: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(**, update: dict[str, Any] | None = None, deep: bool = False*) → Model

Returns a copy of the model.

Args:

update: Values to change/add in the new model. **Note: the data is not validated** before creating the new model. You should trust this data.

deep: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(**, mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True*) → dict[str, Any]

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which *to_python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

include: A list of fields to include in the output. *exclude*: A list of fields to exclude from the output.

by_alias: Whether to use the field's alias in the dictionary key if defined. *exclude_unset*: Whether to exclude fields that are unset or None from the output. *exclude_defaults*: Whether to exclude fields that are set to their default value from the output. *exclude_none*: Whether to exclude fields that have a value

of *None* from the output. `round_trip`: Whether to enable serialization and deserialization round-trip support. `warnings`: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

```
model_dump_json(* , indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias:
bool = False, exclude_unset: bool = False, exclude_defaults: bool = False,
exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str
```

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's `to_json` method.

Args:

`indent`: Indentation to use in the JSON output. If *None* is passed, the output will be compact. `include`: Field(s) to include in the JSON output. Can take either a string or set of strings. `exclude`: Field(s) to exclude from the JSON output. Can take either a string or set of strings. `by_alias`: Whether to serialize using field aliases. `exclude_unset`: Whether to exclude fields that have not been explicitly set. `exclude_defaults`: Whether to exclude fields that have the default value. `exclude_none`: Whether to exclude fields that have a value of *None*. `round_trip`: Whether to use serialization/deserialization between JSON and class instance. `warnings`: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

```
property model_extra: dict[str, Any] | None
```

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if `config.extra` is not set to "allow".

```
model_fields: ClassVar[dict[str, FieldInfo]] = {'request':
FieldInfo(annotation=bool, required=False, default=True), 'sender_ip':
FieldInfo(annotation=IPv4Address, required=True), 'sender_mac_addr':
FieldInfo(annotation=str, required=True), 'target_ip':
FieldInfo(annotation=IPv4Address, required=True), 'target_mac_addr':
FieldInfo(annotation=Union[str, NoneType], required=False)}
```

Metadata about the fields defined on the model, mapping of field names to `[FieldInfo][pydantic.fields.FieldInfo]`.

This replaces `Model.__fields__` from Pydantic V1.

```
property model_fields_set: set[str]
```

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```
classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,
Any]
```

Generates a JSON schema for a model class.

Args:

`by_alias`: Whether to use attribute aliases or not. `ref_template`: The reference template.
`schema_generator`: To override the logic used to generate the JSON schema, ass a subclass of `GenerateJsonSchema` with your desired modifications
`mode`: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod `model_parametrized_name`(*params: tuple[type[Any], ...]*) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

`Model` with 2 type variables and a concrete model `Model[str, int]`, the value `(str, int)` would be passed to `params`.

Returns:

String representing the new class where `params` are passed to `cls` as type variables.

Raises:

`TypeError`: Raised when trying to generate concrete names for non-generic models.

method `model_post_init`(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod `model_rebuild`(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a `ForwardRef` which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

`force`: Whether to force the rebuilding of the model schema, defaults to `False`. `raise_errors`: Whether to raise errors, defaults to `True`. `_parent_namespace_depth`: The depth level of the parent namespace, defaults to 2. `_types_namespace`: The types namespace, defaults to `None`.

Returns:

Returns `None` if the schema is already “complete” and rebuilding was not required. If rebuilding `_was_` required, returns `True` if rebuilding was successful, otherwise `False`.

classmethod `model_validate`(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

`obj`: The object to validate. `strict`: Whether to raise an exception on invalid fields. `from_attributes`: Whether to extract data from object attributes. `context`: Additional context to pass to the validator.

Raises:

`ValidationError`: If the object could not be validated.

Returns:

The validated model instance.

classmethod `model_validate_json`(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

`json_data`: The JSON data to validate. `strict`: Whether to enforce types strictly. `context`: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

`ValueError`: If `json_data` is not a JSON string.

request: bool

ARP operation. True if a request, False if a reply.

sender_ip: IPv4Address

Sender IP address.

sender_mac_addr: str

Sender MAC address.

target_ip: IPv4Address

Target IP address.

target_mac_addr: str | None

Target MAC address.

3.7.17.5.3 `primaite.simulator.network.transmission`

`primaite.simulator.network.transmission.
data_link_layer`

`primaite.simulator.network.transmission.
network_layer`

`primaite.simulator.network.transmission.
primaite_layer`

`primaite.simulator.network.transmission.
transport_layer`

3.7.17.5.3.1 `primaite.simulator.network.transmission.data_link_layer`

Classes

<code>EthernetHeader</code>	Represents the Ethernet layer of a network frame.
<code>Frame</code>	Represents a complete network frame with all layers.

3.7.17.5.3.2 `primaite.simulator.network.transmission.data_link_layer.EthernetHeader`

```
class primaite.simulator.network.transmission.data_link_layer.EthernetHeader(*,  
                                                                              src_mac_addr:  
                                                                              str,  
                                                                              dst_mac_addr:  
                                                                              str)
```

Bases: BaseModel

Represents the Ethernet layer of a network frame.

Parameters

- **src_mac_addr** – Source MAC address.
- **dst_mac_addr** – Destination MAC address.

Example

```
>>> ethernet = EthernetHeader(  
...     src_mac_addr='AA:BB:CC:DD:EE:FF',  
...     dst_mac_addr='11:22:33:44:55:66'  
... )
```

Methods

<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>dict</code>	
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configuration for the model, should be a dictionary conforming to <code>[ConfigDict][pydantic.config.ConfigDict]</code> .
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[FieldInfo][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>src_mac_addr</code>	Source MAC address.
<code>dst_mac_addr</code>	Destination MAC address.

`__init__`(***data: Any*) → None

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`copy`(**, include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

`deep`: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

dst_mac_addr: str

Destination MAC address.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: `ClassVar[ConfigDict] = {}`

Configuration for the model, should be a dictionary conforming to `[ConfigDict][pydantic.config.ConfigDict]`.

classmethod model_construct(*_fields_set: set[str] | None = None, **values: Any*) → Model

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the Model instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(**, update: dict[str, Any] | None = None, deep: bool = False*) → Model

Returns a copy of the model.

Args:

update: Values to change/add in the new model. **Note: the data is not validated** before creating the new model. You should trust this data.

`deep`: Set to `True` to make a deep copy of the model.

Returns:

New model instance.

model_dump(**, mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True*) → dict[str, Any]

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which *to_python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

`include`: A list of fields to include in the output. `exclude`: A list of fields to exclude from the output.

`by_alias`: Whether to use the field's alias in the dictionary key if defined. `exclude_unset`: Whether to exclude fields that are unset or None from the output. `exclude_defaults`: Whether to exclude fields that are set to their default value from the output. `exclude_none`: Whether to exclude fields that have a value of *None* from the output. `round_trip`: Whether to enable serialization and deserialization round-trip support. `warnings`: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(**, indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True*) → str

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If *None* is passed, the output will be compact. *include*: Field(s) to include in the JSON output. Can take either a string or set of strings. *exclude*: Field(s) to exclude from the JSON output. Can take either a string or set of strings. *by_alias*: Whether to serialize using field aliases. *exclude_unset*: Whether to exclude fields that have not been explicitly set. *exclude_defaults*: Whether to exclude fields that have the default value. *exclude_none*: Whether to exclude fields that have a value of *None*. *round_trip*: Whether to use serialization/deserialization between JSON and class instance. *warnings*: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to "allow".

model_fields: ClassVar[dict[str, FieldInfo]] = {'dst_mac_addr': FieldInfo(annotation=str, required=True), 'src_mac_addr': FieldInfo(annotation=str, required=True)}

Metadata about the fields defined on the model, mapping of field names to [*FieldInfo*][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

classmethod model_json_schema(*by_alias: bool = True, ref_template: str = '#/\$defs/{model}', schema_generator: type[pydantic.json_schema.GenerateJsonSchema] = <class 'pydantic.json_schema.GenerateJsonSchema'>, mode: ~typing.Literal['validation', 'serialization'] = 'validation') → dict[str, Any]*

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. *ref_template*: The reference template. *schema_generator*: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod `model_parametrized_name`(*params: tuple[type[Any], ...]*) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

`TypeError`: Raised when trying to generate concrete names for non-generic models.

method `model_post_init`(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod `model_rebuild`(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a `ForwardRef` which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod `model_validate`(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

`ValidationError`: If the object could not be validated.

Returns:

The validated model instance.

classmethod `model_validate_json`(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

ValueError: If *json_data* is not a JSON string.

src_mac_addr: str

Source MAC address.

3.7.17.5.3.3 primaite.simulator.network.transmission.data_link_layer.Frame

```
class primaite.simulator.network.transmission.data_link_layer.Frame(*, ethernet:
    EthernetHeader, ip:
    IPPacket, tcp: TCPHeader |
    None = None, udp:
    UDPHeader | None = None,
    icmp: ICMPPacket | None
    = None, arp: ARPPacket |
    None = None, primaite:
    PrimaiteHeader, payload:
    Any | None = None,
    sent_timestamp: datetime |
    None = None,
    received_timestamp:
    datetime | None = None)
```

Bases: BaseModel

Represents a complete network frame with all layers.

Parameters

- **ethernet** – Ethernet layer.
- **ip** – IP layer.
- **tcp** – TCP layer.
- **payload** – Payload data in the frame.

Example

```
>>> from ipaddress import IPv4Address
>>> frame=Frame(
...     ethernet=EthernetHeader(
...         src_mac_addr='AA:BB:CC:DD:EE:FF',
...         dst_mac_addr='11:22:33:44:55:66'
...     ),
...     ip=IPPacket(
...         src_ip=IPv4Address('192.168.0.1'),
...         dst_ip=IPv4Address('10.0.0.1'),
...     ),
...     tcp=TCPHeader(
...         src_port=8080,
...         dst_port=80,
...     ),
...     payload=b"Hello, World!"
... )
```

Methods

<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>decrement_ttl</code>	Decrement the IPPacket ttl by 1.
<code>dict</code>	
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>schema</code>	
<code>schema_json</code>	
<code>set_received_timestamp</code>	Set the received_timestamp.
<code>set_sent_timestamp</code>	Set the sent_timestamp.
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>can_transmit</code>	Informs whether the Frame can transmit based on the IPPacket ttl being ≥ 1 .
<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configuration for the model, should be a dictionary conforming to <code>[ConfigDict][pydantic.config.ConfigDict]</code> .
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[FieldInfo][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>size</code>	The size of the Frame in Bytes.
<code>size_Mbits</code>	The daa transfer size of the Frame in Mbits.
<code>ethernet</code>	Ethernet header.
<code>ip</code>	IP packet.
<code>tcp</code>	TCP header.
<code>udp</code>	UDP header.
<code>icmp</code>	ICMP header.
<code>arp</code>	ARP packet.
<code>primaite</code>	PrimAITE header.
<code>payload</code>	Raw data payload.
<code>sent_timestamp</code>	The time the Frame was sent from the original source NIC.
<code>received_timestamp</code>	The time the Frame was received at the final destination NIC.

`__init__`(**kwargs*)

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

arp: `ARPPacket` | `None`

ARP packet.

property can_transmit: `bool`

Informs whether the Frame can transmit based on the IPPacket ttl being ≥ 1 .

copy(**include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → `Model`

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:**include: Optional set or mapping**

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

decrement_ttl()

Decrement the IPPacket ttl by 1.

ethernet: *EthernetHeader*

Ethernet header.

icmp: *ICMPHeader* | None

ICMP header.

ip: *IPHeader*

IP header.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: ClassVar[ConfigDict] = {}

Configuration for the model, should be a dictionary conforming to *[ConfigDict][pydantic.config.ConfigDict]*.

classmethod model_construct(*_fields_set: set[str] | None = None, **values: Any*) → Model

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if *Config.extra = 'allow'* was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the *Model* instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(*, update: dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

Args:**update: Values to change/add in the new model. Note: the data is not validated**

before creating the new model. You should trust this data.

deep: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(**mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True*) → dict[str, Any]

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to *python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

include: A list of fields to include in the output. exclude: A list of fields to exclude from the output.

by_alias: Whether to use the field's alias in the dictionary key if defined. exclude_unset: Whether to

exclude fields that are unset or None from the output. exclude_defaults: Whether to exclude fields that

are set to their default value from the output. exclude_none: Whether to exclude fields that have a value

of None from the output. round_trip: Whether to enable serialization and deserialization round-trip

support. warnings: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(**indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True*) → str

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. include:

Field(s) to include in the JSON output. Can take either a string or set of strings. exclude: Field(s)

to exclude from the JSON output. Can take either a string or set of strings. by_alias: Whether to

serialize using field aliases. exclude_unset: Whether to exclude fields that have not been explicitly

set. exclude_defaults: Whether to exclude fields that have the default value. exclude_none: Whether

to exclude fields that have a value of None. round_trip: Whether to use serialization/deserialization

between JSON and class instance. warnings: Whether to show any warnings that occurred during

serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or None if *config.extra* is not set to "allow".

```

model_fields: ClassVar[dict[str, FieldInfo]] = {'arp':
FieldInfo(annotation=Union[ARPPacket, NoneType], required=False), 'ethernet':
FieldInfo(annotation=EthernetHeader, required=True), 'icmp':
FieldInfo(annotation=Union[ICMPPacket, NoneType], required=False), 'ip':
FieldInfo(annotation=IPPacket, required=True), 'payload':
FieldInfo(annotation=Union[Any, NoneType], required=False), 'primaite':
FieldInfo(annotation=PrimaiteHeader, required=True), 'received_timestamp':
FieldInfo(annotation=Union[datetime, NoneType], required=False), 'sent_timestamp':
FieldInfo(annotation=Union[datetime, NoneType], required=False), 'tcp':
FieldInfo(annotation=Union[TCPHeader, NoneType], required=False), 'udp':
FieldInfo(annotation=Union[UDPHeader, NoneType], required=False)}

```

Metadata about the fields defined on the model, mapping of field names to [*FieldInfo*][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```

classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,
Any]

```

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. *ref_template*: The reference template.
schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

```

classmethod model_parametrized_name(params: tuple[type[Any], ...]) → str

```

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

TypeError: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod model_rebuild(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a `ForwardRef` which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod model_validate(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

`ValidationError`: If the object could not be validated.

Returns:

The validated model instance.

classmethod model_validate_json(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

`ValueError`: If *json_data* is not a JSON string.

payload: Any | None

Raw data payload.

primaite: *PrimaiteHeader*

PrimAITE header.

received_timestamp: datetime | None

The time the Frame was received at the final destination NIC.

sent_timestamp: `datetime` | `None`

The time the Frame was sent from the original source NIC.

set_received_timestamp()

Set the `received_timestamp`.

set_sent_timestamp()

Set the `sent_timestamp`.

property size: `float`

The size of the Frame in Bytes.

property size_Mbits: `float`

The daa transfer size of the Frame in Mbits.

tcp: `TCPHeader` | `None`

TCP header.

udp: `UDPHeader` | `None`

UDP header.

3.7.17.5.3.4 `primaite.simulator.network.transmission.network_layer`

Functions

`get_icmp_type_code_description`

Maps `ICMPType` and code pairings to their respective description.

3.7.17.5.3.5 `primaite.simulator.network.transmission.network_layer.get_icmp_type_code_description`

`primaite.simulator.network.transmission.network_layer.get_icmp_type_code_description`(*`icmp_type:`* `ICMPType`,
`icmp_code:` `int`)
→ `str`
|
`None`

Maps `ICMPType` and code pairings to their respective description.

Parameters

- **`icmp_type`** – An `ICMPType`.
- **`icmp_code`** – An icmp code.

Returns

The icmp type and code pairing description if it exists, otherwise returns `None`.

Classes

<i>ICMPPacket</i>	Models an ICMP Packet.
<i>ICMPType</i>	Enumeration of common ICMP (Internet Control Message Protocol) types.
<i>IPPacket</i>	Represents the IP layer of a network frame.
<i>IPProtocol</i>	Enum representing transport layer protocols in IP header.
<i>Precedence</i>	Enum representing the Precedence levels in Quality of Service (QoS) for IP packets.

3.7.17.5.3.6 `primaite.simulator.network.transmission.network_layer.ICMPPacket`

```
class primaite.simulator.network.transmission.network_layer.ICMPPacket(*, icmp_type:
    ICMPType = ICMPType.ECHO_REQUEST,
    icmp_code: int = 0,
    identifier: int,
    sequence: int = 0)
```

Bases: BaseModel

Models an ICMP Packet.

Methods

<code>code_description</code>	The icmp_code description.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>dict</code>	
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configuration for the model, should be a dictionary conforming to <code>[ConfigDict][pydantic.config.ConfigDict]</code> .
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[FieldInfo][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>icmp_type</code>	ICMP Type.
<code>icmp_code</code>	ICMP Code.
<code>identifier</code>	ICMP identifier (16 bits randomly generated).
<code>sequence</code>	ICMP message sequence number.

`__init__`(***kwargs*)

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`code_description`() → str

The `icmp_code` description.

`copy`(**include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

`deep`: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

icmp_code: `int`

ICMP Code.

icmp_type: `ICMPType`

ICMP Type.

identifier: `int`

ICMP identifier (16 bits randomly generated).

property model_computed_fields: `dict[str, pydantic.fields.ComputedFieldInfo]`

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: `ClassVar[ConfigDict] = {}`

Configuration for the model, should be a dictionary conforming to `[ConfigDict][pydantic.config.ConfigDict]`.

classmethod model_construct(*_fields_set: set[str] | None = None, **values: Any*) → *Model*

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the *Model* instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(**, update: dict[str, Any] | None = None, deep: bool = False*) → *Model*

Returns a copy of the model.

Args:

update: Values to change/add in the new model. **Note: the data is not validated** before creating the new model. You should trust this data.

`deep`: Set to `True` to make a deep copy of the model.

Returns:

New model instance.

model_dump(**, mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True*) → `dict[str, Any]`

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to *python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

`include`: A list of fields to include in the output. `exclude`: A list of fields to exclude from the output.

`by_alias`: Whether to use the field's alias in the dictionary key if defined. `exclude_unset`: Whether to

exclude fields that are unset or None from the output. `exclude_defaults`: Whether to exclude fields that are set to their default value from the output. `exclude_none`: Whether to exclude fields that have a value of `None` from the output. `round_trip`: Whether to enable serialization and deserialization round-trip support. `warnings`: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

```
model_dump_json(* , indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str
```

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's `to_json` method.

Args:

`indent`: Indentation to use in the JSON output. If `None` is passed, the output will be compact. `include`: Field(s) to include in the JSON output. Can take either a string or set of strings. `exclude`: Field(s) to exclude from the JSON output. Can take either a string or set of strings. `by_alias`: Whether to serialize using field aliases. `exclude_unset`: Whether to exclude fields that have not been explicitly set. `exclude_defaults`: Whether to exclude fields that have the default value. `exclude_none`: Whether to exclude fields that have a value of `None`. `round_trip`: Whether to use serialization/deserialization between JSON and class instance. `warnings`: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

```
property model_extra: dict[str, Any] | None
```

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or `None` if `config.extra` is not set to `"allow"`.

```
model_fields: ClassVar[dict[str, FieldInfo]] = {'icmp_code': FieldInfo(annotation=int, required=False, default=0), 'icmp_type': FieldInfo(annotation=ICMPType, required=False, default=<ICMPType.ECHO_REQUEST: 8>), 'identifier': FieldInfo(annotation=int, required=True), 'sequence': FieldInfo(annotation=int, required=False, default=0)}
```

Metadata about the fields defined on the model, mapping of field names to `[FieldInfo][pydantic.fields.FieldInfo]`.

This replaces `Model.__fields__` from Pydantic V1.

```
property model_fields_set: set[str]
```

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```
classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}', schema_generator: type[pydantic.json_schema.GenerateJsonSchema] = <class 'pydantic.json_schema.GenerateJsonSchema'>, mode: ~typing.Literal['validation', 'serialization'] = 'validation') → dict[str, Any]
```

Generates a JSON schema for a model class.

Args:

`by_alias`: Whether to use attribute aliases or not. `ref_template`: The reference template.
`schema_generator`: To override the logic used to generate the JSON schema, ass a subclass of `GenerateJsonSchema` with your desired modifications
`mode`: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod `model_parametrized_name`(*params: tuple[type[Any], ...]*) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

`Model` with 2 type variables and a concrete model `Model[str, int]`, the value `(str, int)` would be passed to `params`.

Returns:

String representing the new class where `params` are passed to `cls` as type variables.

Raises:

`TypeError`: Raised when trying to generate concrete names for non-generic models.

method `model_post_init`(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod `model_rebuild`(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a `ForwardRef` which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

`force`: Whether to force the rebuilding of the model schema, defaults to `False`. `raise_errors`: Whether to raise errors, defaults to `True`. `_parent_namespace_depth`: The depth level of the parent namespace, defaults to 2. `_types_namespace`: The types namespace, defaults to `None`.

Returns:

Returns `None` if the schema is already “complete” and rebuilding was not required. If rebuilding `_was_required`, returns `True` if rebuilding was successful, otherwise `False`.

classmethod `model_validate`(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

`obj`: The object to validate. `strict`: Whether to raise an exception on invalid fields. `from_attributes`: Whether to extract data from object attributes. `context`: Additional context to pass to the validator.

Raises:

`ValidationError`: If the object could not be validated.

Returns:

The validated model instance.

classmethod `model_validate_json`(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

`ValueError`: If *json_data* is not a JSON string.

sequence: `int`

ICMP message sequence number.

3.7.17.5.3.7 `primaite.simulator.network.transmission.network_layer.ICMPType`

class `primaite.simulator.network.transmission.network_layer.ICMPType`(*value*)

Bases: Enum

Enumeration of common ICMP (Internet Control Message Protocol) types.

Attributes

<code>ECHO_REPLY</code>	Echo Reply message.
<code>DESTINATION_UNREACHABLE</code>	Destination Unreachable.
<code>REDIRECT</code>	Redirect.
<code>ECHO_REQUEST</code>	Echo Request (ping).
<code>ROUTER_ADVERTISEMENT</code>	Router Advertisement.
<code>ROUTER_SOLICITATION</code>	Router discovery/selection/solicitation.
<code>TIME_EXCEEDED</code>	Time Exceeded.
<code>TIMESTAMP_REQUEST</code>	Timestamp Request.
<code>TIMESTAMP_REPLY</code>	Timestamp Reply.

DESTINATION_UNREACHABLE = 3

Destination Unreachable.

ECHO_REPLY = 0

Echo Reply message.

ECHO_REQUEST = 8

Echo Request (ping).

REDIRECT = 5

Redirect.

ROUTER_ADVERTISEMENT = 10

Router Advertisement.

ROUTER_SOLICITATION = 11

Router discovery/selection/solicitation.

TIMESTAMP_REPLY = 14

Timestamp Reply.

TIMESTAMP_REQUEST = 13

Timestamp Request.

TIME_EXCEEDED = 11

Time Exceeded.

3.7.17.5.3.8 `primaite.simulator.network.transmission.network_layer.IPPacket`

```
class primaite.simulator.network.transmission.network_layer.IPPacket(*, src_ip: IPv4Address,
                                                                    dst_ip: IPv4Address,
                                                                    protocol: IPProtocol =
                                                                    IPProtocol.TCP, ttl: int =
                                                                    64, precedence:
                                                                    Precedence =
                                                                    Precedence.ROUTINE)
```

Bases: BaseModel

Represents the IP layer of a network frame.

Parameters

- **src_ip** – Source IP address.
- **dst_ip** – Destination IP address.
- **protocol** – The IP protocol (default is TCP).
- **ttl** – Time to Live (TTL) for the packet.
- **precedence** – Precedence level for Quality of Service (QoS).

Example

```
>>> from ipaddress import IPv4Address
>>> ip_packet = IPPacket(
...     src_ip=IPv4Address('192.168.0.1'),
...     dst_ip=IPv4Address('10.0.0.1'),
...     protocol=IPProtocol.TCP,
...     ttl=64,
...     precedence=Precedence.CRITICAL
... )
```


Methods

<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>dict</code>	
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configuration for the model, should be a dictionary conforming to [<i>ConfigDict</i>][pydantic.config.ConfigDict].
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to [<i>FieldInfo</i>][pydantic.fields.FieldInfo].
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>src_ip</code>	Source IP address.
<code>dst_ip</code>	Destination IP address.
<code>protocol</code>	IPProtocol.
<code>ttl</code>	Time to Live (TTL) for the packet.
<code>precedence</code>	Precedence level for Quality of Service (default is Precedence.ROUTINE).

`__init__` (**kwargs)

Create a new model by parsing and validating input data from keyword arguments.

Raises [*ValidationError*][pydantic_core.ValidationError] if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

copy(*, include: *AbstractSetIntStr* | *MappingIntStrAny* | *None* = *None*, exclude: *AbstractSetIntStr* | *MappingIntStrAny* | *None* = *None*, update: *Dict[str, Any]* | *None* = *None*, deep: *bool* = *False*) → Model
Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data) `
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

dst_ip: IPv4Address

Destination IP address.

property model_computed_fields: `dict[str, pydantic.fields.ComputedFieldInfo]`

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: `ClassVar[ConfigDict] = {}`

Configuration for the model, should be a dictionary conforming to `[ConfigDict][pydantic.config.ConfigDict]`.

classmethod model_construct(*_fields_set:* `set[str] | None = None`, ***values:* `Any`) \rightarrow `Model`

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the *Model* instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(***, *update:* `dict[str, Any] | None = None`, *deep:* `bool = False`) \rightarrow `Model`

Returns a copy of the model.

Args:

update: Values to change/add in the new model. **Note: the data is not validated** before creating the new model. You should trust this data.

`deep`: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(***, *mode:* `Literal['json', 'python'] | str = 'python'`, *include:* `IncEx = None`, *exclude:* `IncEx = None`, *by_alias:* `bool = False`, *exclude_unset:* `bool = False`, *exclude_defaults:* `bool = False`, *exclude_none:* `bool = False`, *round_trip:* `bool = False`, *warnings:* `bool = True`) \rightarrow `dict[str, Any]`

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which *to_python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

`include`: A list of fields to include in the output. `exclude`: A list of fields to exclude from the output.

`by_alias`: Whether to use the field's alias in the dictionary key if defined. `exclude_unset`: Whether to

exclude fields that are unset or None from the output. `exclude_defaults`: Whether to exclude fields that

are set to their default value from the output. `exclude_none`: Whether to exclude fields that have a value

of *None* from the output. `round_trip`: Whether to enable serialization and deserialization round-trip

support. `warnings`: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

```
model_dump_json(* , indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias:
bool = False, exclude_unset: bool = False, exclude_defaults: bool = False,
exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str
```

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's `to_json` method.

Args:

`indent`: Indentation to use in the JSON output. If `None` is passed, the output will be compact. `include`: Field(s) to include in the JSON output. Can take either a string or set of strings. `exclude`: Field(s) to exclude from the JSON output. Can take either a string or set of strings. `by_alias`: Whether to serialize using field aliases. `exclude_unset`: Whether to exclude fields that have not been explicitly set. `exclude_defaults`: Whether to exclude fields that have the default value. `exclude_none`: Whether to exclude fields that have a value of `None`. `round_trip`: Whether to use serialization/deserialization between JSON and class instance. `warnings`: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

```
property model_extra: dict[str, Any] | None
```

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or `None` if `config.extra` is not set to `"allow"`.

```
model_fields: ClassVar[dict[str, FieldInfo]] = {'dst_ip':
FieldInfo(annotation=IPv4Address, required=True), 'precedence':
FieldInfo(annotation=Precedence, required=False, default=<Precedence.ROUTINE: 0>),
'protocol': FieldInfo(annotation=IPProtocol, required=False,
default=<IPProtocol.TCP: 'tcp'>), 'src_ip': FieldInfo(annotation=IPv4Address,
required=True), 'ttl': FieldInfo(annotation=int, required=False, default=64)}
```

Metadata about the fields defined on the model, mapping of field names to `[FieldInfo][pydantic.fields.FieldInfo]`.

This replaces `Model.__fields__` from Pydantic V1.

```
property model_fields_set: set[str]
```

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```
classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,
Any]
```

Generates a JSON schema for a model class.

Args:

`by_alias`: Whether to use attribute aliases or not. `ref_template`: The reference template. `schema_generator`: To override the logic used to generate the JSON schema, ass a subclass of

`GenerateJsonSchema` with your desired modifications

`mode`: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod `model_parametrized_name`(*params: tuple[type[Any], ...]*) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

`TypeError`: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod `model_rebuild`(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a `ForwardRef` which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod `model_validate`(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

`ValidationError`: If the object could not be validated.

Returns:

The validated model instance.

classmethod `model_validate_json`(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

`json_data`: The JSON data to validate. `strict`: Whether to enforce types strictly. `context`: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

`ValueError`: If `json_data` is not a JSON string.

precedence: *Precedence*

Precedence level for Quality of Service (default is `Precedence.ROUTINE`).

protocol: *IPProtocol*

`IPProtocol`.

src_ip: *IPv4Address*

Source IP address.

ttl: *int*

Time to Live (TTL) for the packet.

3.7.17.5.3.9 `primaite.simulator.network.transmission.network_layer.IPProtocol`

class `primaite.simulator.network.transmission.network_layer.IPProtocol`(*value*)

Bases: Enum

Enum representing transport layer protocols in IP header.

Attributes

TCP
UDP
ICMP

3.7.17.5.3.10 `primaite.simulator.network.transmission.network_layer.Precedence`

class `primaite.simulator.network.transmission.network_layer.Precedence`(*value*)

Bases: Enum

Enum representing the Precedence levels in Quality of Service (QoS) for IP packets.

Precedence values range from 0 to 7, indicating different levels of priority.

Members: - `ROUTINE`: 0 - Lowest priority level, used for ordinary data traffic that does not require special treatment. - `PRIORITY`: 1 - Higher priority than `ROUTINE`, used for traffic that needs a bit more importance. - `IMMEDIATE`: 2 - Used for more urgent traffic that requires immediate handling and minimal delay. - `FLASH`: 3 - Used for highly urgent and important traffic that should be processed with high priority. - `FLASH_OVERRIDE`: 4 - Higher priority than `FLASH`, used for critical traffic that takes precedence over most traffic. - `CRITICAL`: 5 - Reserved for critical commands or control messages that are vital to the operation of the network. - `INTERNET`: 6

- Used for network control messages, such as routing updates, for maintaining network operations. - NETWORK:
7 - Highest priority for the most critical network control messages, such as routing protocol hellos.

Attributes

<i>ROUTINE</i>	Lowest priority level, used for ordinary data traffic that does not require special treatment.
<i>PRIORITY</i>	Higher priority than ROUTINE, used for traffic that needs a bit more importance.
<i>IMMEDIATE</i>	Used for more urgent traffic that requires immediate handling and minimal delay.
<i>FLASH</i>	Used for highly urgent and important traffic that should be processed with high priority.
<i>FLASH_OVERRIDE</i>	Has higher priority than FLASH, used for critical traffic that takes precedence over most other traffic.
<i>CRITICAL</i>	Reserved for critical commands or emergency control messages that are vital to the operation of the network.
<i>INTERNET</i>	Used for network control messages, such as routing updates, essential for maintaining network operations.
<i>NETWORK</i>	Highest priority level, used for the most critical network control messages, such as routing protocol hellos.

CRITICAL = 5

Reserved for critical commands or emergency control messages that are vital to the operation of the network.

FLASH = 3

Used for highly urgent and important traffic that should be processed with high priority.

FLASH_OVERRIDE = 4

Has higher priority than FLASH, used for critical traffic that takes precedence over most other traffic.

IMMEDIATE = 2

Used for more urgent traffic that requires immediate handling and minimal delay.

INTERNET = 6

Used for network control messages, such as routing updates, essential for maintaining network operations.

NETWORK = 7

Highest priority level, used for the most critical network control messages, such as routing protocol hellos.

PRIORITY = 1

Higher priority than ROUTINE, used for traffic that needs a bit more importance.

ROUTINE = 0

Lowest priority level, used for ordinary data traffic that does not require special treatment.

3.7.17.5.3.11 `primaite.simulator.network.transmission.primaite_layer`

Classes

<i>AgentSource</i>	The agent source of the transmission.
<i>DataStatus</i>	The status of the data in transmission.
<i>PrimaiHeader</i>	A custom header for carrying PrimAITE transmission metadata required for RL.

3.7.17.5.3.12 `primaite.simulator.network.transmission.primaite_layer.AgentSource`

class `primaite.simulator.network.transmission.primaite_layer.AgentSource`(*value*)

Bases: Enum

The agent source of the transmission.

Members:

- RED: 1
- GREEN: 2
- BLUE: 3

Attributes

RED
GREEN
BLUE

3.7.17.5.3.13 `primaite.simulator.network.transmission.primaite_layer.DataStatus`

class `primaite.simulator.network.transmission.primaite_layer.DataStatus`(*value*)

Bases: Enum

The status of the data in transmission.

Members:

- GOOD: 1
- COMPROMISED: 2
- CORRUPT: 3

Attributes

GOOD
COMPROMISED
CORRUPT

3.7.17.5.3.14 `primaite.simulator.network.transmission.primaite_layer.PrimaiteHeader`

```
class primaite.simulator.network.transmission.primaite_layer.PrimaiteHeader(*, agent_source:  
    AgentSource =  
    AgentSource.GREEN,  
    data_status:  
    DataStatus =  
    DataStatus.GOOD)
```

Bases: BaseModel

A custom header for carrying PrimAITE transmission metadata required for RL.

Methods

<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>dict</code>	
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configuration for the model, should be a dictionary conforming to <code>[ConfigDict][pydantic.config.ConfigDict]</code> .
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[FieldInfo][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>agent_source</code>	
<code>data_status</code>	

`__init__`(***data: Any*) → None

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`copy`(**, include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → Model
Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

`deep`: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

property `model_computed_fields`: `dict[str, pydantic.fields.ComputedFieldInfo]`

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding `ComputedFieldInfo` objects.

model_config: `ClassVar[ConfigDict] = {}`

Configuration for the model, should be a dictionary conforming to `[ConfigDict][pydantic.config.ConfigDict]`.

classmethod model_construct(`_fields_set: set[str] | None = None, **values: Any`) → `Model`

Creates a new instance of the `Model` class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the `Model` instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the `Model` class with validated data.

model_copy(`*, update: dict[str, Any] | None = None, deep: bool = False`) → `Model`

Returns a copy of the model.

Args:

update: Values to change/add in the new model. Note: the data is not validated before creating the new model. You should trust this data.

`deep`: Set to `True` to make a deep copy of the model.

Returns:

New model instance.

model_dump(`*, mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True`) → `dict[str, Any]`

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to `python` should run.

If mode is `'json'`, the dictionary will only contain JSON serializable types. If mode is `'python'`, the dictionary may contain any Python objects.

`include`: A list of fields to include in the output. `exclude`: A list of fields to exclude from the output.

`by_alias`: Whether to use the field's alias in the dictionary key if defined. `exclude_unset`: Whether to exclude fields that are unset or `None` from the output. `exclude_defaults`: Whether to exclude fields that are set to their default value from the output. `exclude_none`: Whether to exclude fields that have a value of `None` from the output. `round_trip`: Whether to enable serialization and deserialization round-trip support. `warnings`: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(`*, indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True`) → `str`

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's `to_json` method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. include: Field(s) to include in the JSON output. Can take either a string or set of strings. exclude: Field(s) to exclude from the JSON output. Can take either a string or set of strings. by_alias: Whether to serialize using field aliases. exclude_unset: Whether to exclude fields that have not been explicitly set. exclude_defaults: Whether to exclude fields that have the default value. exclude_none: Whether to exclude fields that have a value of *None*. round_trip: Whether to use serialization/deserialization between JSON and class instance. warnings: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to “allow”.

model_fields: ClassVar[dict[str, FieldInfo]] = {'agent_source': FieldInfo(annotation=AgentSource, required=False, default=<AgentSource.GREEN: 2>), 'data_status': FieldInfo(annotation=DataStatus, required=False, default=<DataStatus.GOOD: 1>)}

Metadata about the fields defined on the model, mapping of field names to [*FieldInfo*][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

classmethod model_json_schema(*by_alias: bool = True, ref_template: str = '#/\$defs/{model}', schema_generator: type[pydantic.json_schema.GenerateJsonSchema] = <class 'pydantic.json_schema.GenerateJsonSchema'>, mode: ~typing.Literal['validation', 'serialization'] = 'validation') → dict[str, Any]*

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. ref_template: The reference template. schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod model_parametrized_name(*params: tuple[type[Any], ...]*) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value *(str, int)* would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

`TypeError`: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod model_rebuild(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a `ForwardRef` which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod model_validate(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

`ValidationError`: If the object could not be validated.

Returns:

The validated model instance.

classmethod model_validate_json(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

`ValueError`: If *json_data* is not a JSON string.

3.7.17.5.3.15 `primaite.simulator.network.transmission.transport_layer`

Classes

<i>Port</i>	Enumeration of common known TCP/UDP ports used by protocols for operation of network applications.
<i>TCPFlags</i>	Enum representing TCP control flags used in a TCP connection.
<i>TCPHeader</i>	Represents a TCP header for the transport layer of a Network Frame.
<i>UDPHeader</i>	Represents a UDP header for the transport layer of a Network Frame.

3.7.17.5.3.16 `primaite.simulator.network.transmission.transport_layer.Port`

class `primaite.simulator.network.transmission.transport_layer.Port`(*value*)

Bases: Enum

Enumeration of common known TCP/UDP ports used by protocols for operation of network applications.

Attributes

<i>WOL</i>	Wake-on-Lan (WOL) - Used to turn or awaken a computer from sleep mode by a network message.
<i>FTP_DATA</i>	File Transfer [Default Data]
<i>FTP</i>	File Transfer Protocol (FTP) - FTP control (command)
<i>SSH</i>	Secure Shell (SSH) - Used for secure remote access and command execution.
<i>SMTP</i>	Simple Mail Transfer Protocol (SMTP) - Used for email delivery between servers.
<i>DNS</i>	Domain Name System (DNS) - Used for translating domain names to IP addresses.
<i>HTTP</i>	HyperText Transfer Protocol (HTTP) - Used for web traffic.
<i>POP3</i>	Post Office Protocol version 3 (POP3) - Used for retrieving emails from a mail server.
<i>SFTP</i>	Secure File Transfer Protocol (SFTP) - Used for secure file transfer over SSH.
<i>NTP</i>	Network Time Protocol (NTP) - Used for clock synchronization between computer systems.
<i>IMAP</i>	Internet Message Access Protocol (IMAP) - Used for retrieving emails from a mail server.
<i>SNMP</i>	Simple Network Management Protocol (SNMP) - Used for network device management.
<i>SNMP_TRAP</i>	SNMP Trap - Used for sending SNMP notifications (traps) to a network management system.
<i>ARP</i>	Address resolution Protocol - Used to connect a MAC address to an IP address.
<i>LDAP</i>	Lightweight Directory Access Protocol (LDAP) - Used for accessing and modifying directory information.
<i>HTTPS</i>	HyperText Transfer Protocol Secure (HTTPS) - Used for secure web traffic.
<i>SMB</i>	Server Message Block (SMB) - Used for file sharing and printer sharing in Windows environments.
<i>IPP</i>	Internet Printing Protocol (IPP) - Used for printing over the internet or an intranet.
<i>SQL_SERVER</i>	Microsoft SQL Server Database Engine - Used for communication with the SQL Server.
<i>MYSQL</i>	MySQL Database Server - Used for MySQL database communication.
<i>RDP</i>	Remote Desktop Protocol (RDP) - Used for remote desktop access to Windows machines.
<i>RTP</i>	Real-time Transport Protocol (RTP) - Used for transmitting real-time media, e.g., audio and video.
<i>RTP_ALT</i>	Alternative port for RTP (RTP_ALT) - Used in some configurations for transmitting real-time media.
<i>DNS_ALT</i>	Alternative port for DNS (DNS_ALT) - Used in some configurations for DNS service.
<i>HTTP_ALT</i>	Alternative port for HTTP (HTTP_ALT) - Often used as an alternative HTTP port for web applications.
<i>HTTPS_ALT</i>	Alternative port for HTTPS (HTTPS_ALT) - Used in some configurations for secure web traffic.

ARP = 219

Address resolution Protocol - Used to connect a MAC address to an IP address.

DNS = 53

Domain Name System (DNS) - Used for translating domain names to IP addresses.

DNS_ALT = 5353

Alternative port for DNS (DNS_ALT) - Used in some configurations for DNS service.

FTP = 21

File Transfer Protocol (FTP) - FTP control (command)

FTP_DATA = 20

File Transfer [Default Data]

HTTP = 80

HyperText Transfer Protocol (HTTP) - Used for web traffic.

HTTPS = 443

HyperText Transfer Protocol Secure (HTTPS) - Used for secure web traffic.

HTTPS_ALT = 8443

Alternative port for HTTPS (HTTPS_ALT) - Used in some configurations for secure web traffic.

HTTP_ALT = 8080

Alternative port for HTTP (HTTP_ALT) - Often used as an alternative HTTP port for web applications.

IMAP = 143

Internet Message Access Protocol (IMAP) - Used for retrieving emails from a mail server.

IPP = 631

Internet Printing Protocol (IPP) - Used for printing over the internet or an intranet.

LDAP = 389

Lightweight Directory Access Protocol (LDAP) - Used for accessing and modifying directory information.

MYSQL = 3306

MySQL Database Server - Used for MySQL database communication.

NTP = 123

Network Time Protocol (NTP) - Used for clock synchronization between computer systems.

POP3 = 110

Post Office Protocol version 3 (POP3) - Used for retrieving emails from a mail server.

RDP = 3389

Remote Desktop Protocol (RDP) - Used for remote desktop access to Windows machines.

RTP = 5004

Real-time Transport Protocol (RTP) - Used for transmitting real-time media, e.g., audio and video.

RTP_ALT = 5005

Alternative port for RTP (RTP_ALT) - Used in some configurations for transmitting real-time media.

SFTP = 115

Secure File Transfer Protocol (SFTP) - Used for secure file transfer over SSH.

SMB = 445

Server Message Block (SMB) - Used for file sharing and printer sharing in Windows environments.

SMTP = 25

Simple Mail Transfer Protocol (SMTP) - Used for email delivery between servers.

SNMP = 161

Simple Network Management Protocol (SNMP) - Used for network device management.

SNMP_TRAP = 162

SNMP Trap - Used for sending SNMP notifications (traps) to a network management system.

SQL_SERVER = 1433

Microsoft SQL Server Database Engine - Used for communication with the SQL Server.

SSH = 22

Secure Shell (SSH) - Used for secure remote access and command execution.

WOL = 9

Wake-on-Lan (WOL) - Used to turn or awaken a computer from sleep mode by a network message.

3.7.17.5.3.17 `primaite.simulator.network.transmission.transport_layer.TCPFlags`

class `primaite.simulator.network.transmission.transport_layer.TCPFlags`(*value*)

Bases: Enum

Enum representing TCP control flags used in a TCP connection.

Flags are used to indicate a particular state of the connection or provide additional information.

Members: - SYN: (1) - Used in the first step of connection establishment phase or 3-way handshake process between two hosts. - ACK: (2) - Used to acknowledge packets that are successfully received by the host. - FIN: (4) - Used to request connection termination when there is no more data from the sender. - RST: (8) - Used to terminate the connection if there is an issue with the TCP connection.

Attributes

SYN
ACK
FIN
RST

3.7.17.5.3.18 `primaite.simulator.network.transmission.transport_layer.TCPHeader`

```
class primaite.simulator.network.transmission.transport_layer.TCPHeader(*, src_port: ~primaite.simulator.network.transmission.transport_layer.Port, dst_port: ~primaite.simulator.network.transmission.transport_layer.Port, flags: ~typing.List[~primaite.simulator.network.transmission.transport_layer.TCPFlags.SYN: 1>])
```

Bases: BaseModel

Represents a TCP header for the transport layer of a Network Frame.

Parameters

- **src_port** – Source port.
- **dst_port** – Destination port.
- **flags** – TCP flags (list of TCPFlags members).

Example

```
>>> tcp_header = TCPHeader(
...     src_port=Port.HTTP_ALT,
...     dst_port=Port.HTTP,
...     flags=[TCPFlags.SYN, TCPFlags.ACK]
... )
```

Methods

<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>dict</code>	
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configuration for the model, should be a dictionary conforming to <code>[ConfigDict][pydantic.config.ConfigDict]</code> .
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[FieldInfo][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>src_port</code>	
<code>dst_port</code>	
<code>flags</code>	

`__init__`(***data: Any*) → None

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`copy`(**, include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → Model
Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

`deep`: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

property `model_computed_fields`: `dict[str, pydantic.fields.ComputedFieldInfo]`

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: `ClassVar[ConfigDict] = {}`

Configuration for the model, should be a dictionary conforming to `[ConfigDict][pydantic.config.ConfigDict]`.

classmethod model_construct(*_fields_set: set[str] | None = None, **values: Any*) → *Model*

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the *Model* instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(**, update: dict[str, Any] | None = None, deep: bool = False*) → *Model*

Returns a copy of the model.

Args:

update: Values to change/add in the new model. **Note: the data is not validated** before creating the new model. You should trust this data.

`deep`: Set to `True` to make a deep copy of the model.

Returns:

New model instance.

model_dump(**, mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True*) → `dict[str, Any]`

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to *python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

`include`: A list of fields to include in the output. `exclude`: A list of fields to exclude from the output.

`by_alias`: Whether to use the field's alias in the dictionary key if defined. `exclude_unset`: Whether to exclude fields that are unset or None from the output. `exclude_defaults`: Whether to exclude fields that are set to their default value from the output. `exclude_none`: Whether to exclude fields that have a value of `None` from the output. `round_trip`: Whether to enable serialization and deserialization round-trip support. `warnings`: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(**, indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True*) → `str`

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's `to_json` method.

Args:

`indent`: Indentation to use in the JSON output. If `None` is passed, the output will be compact. `include`: Field(s) to include in the JSON output. Can take either a string or set of strings. `exclude`: Field(s) to exclude from the JSON output. Can take either a string or set of strings. `by_alias`: Whether to serialize using field aliases. `exclude_unset`: Whether to exclude fields that have not been explicitly set. `exclude_defaults`: Whether to exclude fields that have the default value. `exclude_none`: Whether to exclude fields that have a value of `None`. `round_trip`: Whether to use serialization/deserialization between JSON and class instance. `warnings`: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property `model_extra`: `dict[str, Any] | None`

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or `None` if `config.extra` is not set to `"allow"`.

`model_fields`: `ClassVar[dict[str, FieldInfo]] = {'dst_port': FieldInfo(annotation=Port, required=True), 'flags': FieldInfo(annotation=List[TCPFlags], required=False, default=[<TCPFlags.SYN: 1>]), 'src_port': FieldInfo(annotation=Port, required=True)}`

Metadata about the fields defined on the model, mapping of field names to `[FieldInfo][pydantic.fields.FieldInfo]`.

This replaces `Model.__fields__` from Pydantic V1.

property `model_fields_set`: `set[str]`

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

classmethod `model_json_schema`(*by_alias*: `bool = True`, *ref_template*: `str = '#/$defs/{model}'`, *schema_generator*: `type[pydantic.json_schema.GenerateJsonSchema] = <class 'pydantic.json_schema.GenerateJsonSchema'>`, *mode*: `~typing.Literal['validation', 'serialization'] = 'validation'`) \rightarrow `dict[str, Any]`

Generates a JSON schema for a model class.

Args:

`by_alias`: Whether to use attribute aliases or not. `ref_template`: The reference template. `schema_generator`: To override the logic used to generate the JSON schema, ass a subclass of

`GenerateJsonSchema` with your desired modifications

`mode`: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod `model_parametrized_name`(*params: tuple[type[Any], ...]*) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

`TypeError`: Raised when trying to generate concrete names for non-generic models.

method `model_post_init`(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod `model_rebuild`(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a ForwardRef which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod `model_validate`(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

`ValidationError`: If the object could not be validated.

Returns:

The validated model instance.

classmethod `model_validate_json`(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

ValueError: If *json_data* is not a JSON string.

3.7.17.5.3.19 primaite.simulator.network.transmission.transport_layer.UDPHeader

```
class primaite.simulator.network.transmission.transport_layer.UDPHeader(*, src_port: Port | int,  
dst_port: Port | int)
```

Bases: BaseModel

Represents a UDP header for the transport layer of a Network Frame.

Parameters

- **src_port** – Source port.
- **dst_port** – Destination port.

Example

```
>>> udp_header = UDPHeader(  
...     src_port=Port.HTTP_ALT,  
...     dst_port=Port.HTTP,  
... )
```

Methods

<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>dict</code>	
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configuration for the model, should be a dictionary conforming to <code>[ConfigDict][pydantic.config.ConfigDict]</code> .
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[FieldInfo][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>src_port</code>	
<code>dst_port</code>	

`__init__`(***data: Any*) → None

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`copy`(**, include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → Model
Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

`deep`: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

property `model_computed_fields`: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding `ComputedFieldInfo` objects.

model_config: `ClassVar[ConfigDict] = {}`

Configuration for the model, should be a dictionary conforming to `[ConfigDict][pydantic.config.ConfigDict]`.

classmethod model_construct(`_fields_set: set[str] | None = None, **values: Any`) → `Model`

Creates a new instance of the `Model` class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the `Model` instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the `Model` class with validated data.

model_copy(`*, update: dict[str, Any] | None = None, deep: bool = False`) → `Model`

Returns a copy of the model.

Args:

update: Values to change/add in the new model. Note: the data is not validated before creating the new model. You should trust this data.

`deep`: Set to `True` to make a deep copy of the model.

Returns:

New model instance.

model_dump(`*, mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True`) → `dict[str, Any]`

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to `python` should run.

If mode is `'json'`, the dictionary will only contain JSON serializable types. If mode is `'python'`, the dictionary may contain any Python objects.

`include`: A list of fields to include in the output. `exclude`: A list of fields to exclude from the output.

`by_alias`: Whether to use the field's alias in the dictionary key if defined. `exclude_unset`: Whether to exclude fields that are unset or `None` from the output. `exclude_defaults`: Whether to exclude fields that are set to their default value from the output. `exclude_none`: Whether to exclude fields that have a value of `None` from the output. `round_trip`: Whether to enable serialization and deserialization round-trip support. `warnings`: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(`*, indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True`) → `str`

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's `to_json` method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. include: Field(s) to include in the JSON output. Can take either a string or set of strings. exclude: Field(s) to exclude from the JSON output. Can take either a string or set of strings. by_alias: Whether to serialize using field aliases. exclude_unset: Whether to exclude fields that have not been explicitly set. exclude_defaults: Whether to exclude fields that have the default value. exclude_none: Whether to exclude fields that have a value of *None*. round_trip: Whether to use serialization/deserialization between JSON and class instance. warnings: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to “allow”.

model_fields: ClassVar[dict[str, FieldInfo]] = {'dst_port': FieldInfo(annotation=Union[Port, int], required=True), 'src_port': FieldInfo(annotation=Union[Port, int], required=True)}

Metadata about the fields defined on the model, mapping of field names to [*Field-Info*][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

classmethod model_json_schema(*by_alias: bool = True, ref_template: str = '#/\$defs/{model}', schema_generator: type[pydantic.json_schema.GenerateJsonSchema] = <class 'pydantic.json_schema.GenerateJsonSchema'>, mode: ~typing.Literal['validation', 'serialization'] = 'validation') → dict[str, Any]*

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. ref_template: The reference template. schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod model_parametrized_name(*params: tuple[type[Any], ...]*) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value *(str, int)* would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

`TypeError`: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod model_rebuild(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a `ForwardRef` which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod model_validate(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

`ValidationError`: If the object could not be validated.

Returns:

The validated model instance.

classmethod model_validate_json(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

`ValueError`: If *json_data* is not a JSON string.

3.7.17.5.4 `primaite.simulator.network.utils`

Functions

<code>convert_bytes_to_megabits</code>	Convert Bytes (file size) to Megabits (data transfer).
<code>convert_megabits_to_bytes</code>	Convert Megabits (data transfer) to Bytes (file size).

3.7.17.5.4.1 `primaite.simulator.network.utils.convert_bytes_to_megabits`

`primaite.simulator.network.utils.convert_bytes_to_megabits(B: int | float) → float`

Convert Bytes (file size) to Megabits (data transfer).

Parameters

B – The file size in Bytes.

Returns

File bits to transfer in Megabits.

3.7.17.5.4.2 `primaite.simulator.network.utils.convert_megabits_to_bytes`

`primaite.simulator.network.utils.convert_megabits_to_bytes(Mbits: int | float) → float`

Convert Megabits (data transfer) to Bytes (file size).

:param Mbits bits to transfer in Megabits. :return: The file size in Bytes.

3.7.17.6 `primaite.simulator.system`

<code>primaite.simulator.system.applications</code>
<code>primaite.simulator.system.core</code>
<code>primaite.simulator.system.processes</code>
<code>primaite.simulator.system.services</code>
<code>primaite.simulator.system.software</code>

3.7.17.6.1 `primaite.simulator.system.applications`

<code>primaite.simulator.system.applications.application</code>

3.7.17.6.1.1 `primaite.simulator.system.applications.application`

Module attributes

<i>RUNNING</i>	The application is running.
<i>CLOSED</i>	The application is closed or not running.
<i>INSTALLING</i>	The application is being installed or updated.

3.7.17.6.1.2 `primaite.simulator.system.applications.application.RUNNING`

`primaite.simulator.system.applications.application.RUNNING = 1`

The application is running.

3.7.17.6.1.3 `primaite.simulator.system.applications.application.CLOSED`

`primaite.simulator.system.applications.application.CLOSED = 2`

The application is closed or not running.

3.7.17.6.1.4 `primaite.simulator.system.applications.application.INSTALLING`

`primaite.simulator.system.applications.application.INSTALLING = 3`

The application is being installed or updated.

Classes

<i>Application</i>	Represents an Application in the simulation environment.
<i>ApplicationOperatingState</i>	Enumeration of Application Operating States.

3.7.17.6.1.5 `primaite.simulator.system.applications.application.Application`


```

class primaite.simulator.system.applications.application.Application(*, uuid: str, name: str,
    health_state_actual:
    SoftwareHealthState,
    health_state_visible:
    SoftwareHealthState,
    criticality:
    SoftwareCriticality,
    patching_count: int = 0,
    scanning_count: int = 0,
    revealed_to_red: bool =
    False, installing_count:
    int = 0, max_sessions: int
    = 1, tcp: bool = True,
    udp: bool = True, ports:
    Set[Port], operating_state:
    ApplicationOperat-
    ingState,
    execution_control_status:
    str, num_executions: int =
    0, groups: Set[str] = {},
    **kwargs)

```

Bases: *IOSoftware*

Represents an Application in the simulation environment.

Applications are user-facing programs that may perform input/output operations.

Methods

<code>apply_action</code>	Applies a list of actions to the Application.
<code>apply_timestep</code>	Apply a timestep evolution to this component.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>describe_state</code>	Describes the current state of the software.
<code>dict</code>	
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>receive</code>	Receives a payload from the SessionManager.
<code>reset_component_for_episode</code>	Resets the Application component for a new episode.
<code>schema</code>	
<code>schema_json</code>	
<code>send</code>	Sends a payload to the SessionManager.
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[Field-Info][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>operating_state</code>	The current operating state of the Application.
<code>execution_control_status</code>	Control status of the application's execution.
<code>num_executions</code>	The number of times the application has been executed.
<code>groups</code>	The set of groups to which the application belongs.

`__init__`(**kwargs)

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`apply_action`(action: List[str]) → None

Applies a list of actions to the Application.

Parameters

action – A list of actions to apply.

`apply_timestep`(timestep: int) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

`copy`(* , include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

criticality: *SoftwareCriticality*

The criticality level of the software.

abstract describe_state() → Dict

Describes the current state of the software.

The specifics of the software's state, including its health, criticality, and any other pertinent information, should be implemented in subclasses.

Returns

A dictionary containing key-value pairs representing the current state of the software.

Return type

Dict

execution_control_status: str

Control status of the application's execution. It could be 'manual' or 'automatic'.

groups: Set[str]

The set of groups to which the application belongs.

health_state_actual: *SoftwareHealthState*

The actual health state of the software.

health_state_visible: *SoftwareHealthState*

The health state of the software visible to the red agent.

installing_count: int

The number of times the software has been installed. Default is 0.

max_sessions: int

The maximum number of sessions that the software can handle simultaneously. Default is 0.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(*_fields_set: set[str] | None = None, **values: Any*) → Model

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the Model instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(* , update: dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

Args:

update: Values to change/add in the new model. Note: the data is not validated before creating the new model. You should trust this data.

deep: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(* , mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → dict[str, Any]

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to *python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

include: A list of fields to include in the output. **exclude:** A list of fields to exclude from the output.

by_alias: Whether to use the field's alias in the dictionary key if defined. **exclude_unset:** Whether to exclude fields that are unset or None from the output. **exclude_defaults:** Whether to exclude fields that are set to their default value from the output. **exclude_none:** Whether to exclude fields that have a value of *None* from the output. **round_trip:** Whether to enable serialization and deserialization round-trip support. **warnings:** Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(* , indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. **include:** Field(s) to include in the JSON output. Can take either a string or set of strings. **exclude:** Field(s) to exclude from the JSON output. Can take either a string or set of strings. **by_alias:** Whether to serialize using field aliases. **exclude_unset:** Whether to exclude fields that have not been explicitly set. **exclude_defaults:** Whether to exclude fields that have the default value. **exclude_none:** Whether to exclude fields that have a value of *None*. **round_trip:** Whether to use serialization/deserialization between JSON and class instance. **warnings:** Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property model_extra: `dict[str, Any] | None`

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to “allow”.

```

model_fields: ClassVar[dict[str, FieldInfo]] = {'criticality':
FieldInfo(annotation=SoftwareCriticality, required=True),
'execution_control_status': FieldInfo(annotation=str, required=True), 'groups':
FieldInfo(annotation=Set[str], required=False, default=set()),
'health_state_actual': FieldInfo(annotation=SoftwareHealthState, required=True),
'health_state_visible': FieldInfo(annotation=SoftwareHealthState, required=True),
'installing_count': FieldInfo(annotation=int, required=False, default=0),
'max_sessions': FieldInfo(annotation=int, required=False, default=1), 'name':
FieldInfo(annotation=str, required=True), 'num_executions':
FieldInfo(annotation=int, required=False, default=0), 'operating_state':
FieldInfo(annotation=ApplicationOperatingState, required=True), 'patching_count':
FieldInfo(annotation=int, required=False, default=0), 'ports':
FieldInfo(annotation=Set[Port], required=True), 'revealed_to_red':
FieldInfo(annotation=bool, required=False, default=False), 'scanning_count':
FieldInfo(annotation=int, required=False, default=0), 'tcp':
FieldInfo(annotation=bool, required=False, default=True), 'udp':
FieldInfo(annotation=bool, required=False, default=True), 'uuid':
FieldInfo(annotation=str, required=True)}

```

Metadata about the fields defined on the model, mapping of field names to [*FieldInfo*][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: `set[str]`

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```

classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,
Any]

```

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. *ref_template*: The reference template.
schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

```

classmethod model_parametrized_name(params: tuple[type[Any], ...]) → str

```

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

TypeError: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod model_rebuild(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a ForwardRef which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod model_validate(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

ValidationError: If the object could not be validated.

Returns:

The validated model instance.

classmethod model_validate_json(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

ValueError: If *json_data* is not a JSON string.

name: str

The name of the software.

num_executions: int

The number of times the application has been executed. Default is 0.

operating_state: *ApplicationOperatingState*

The current operating state of the Application.

patching_count: int

The count of patches applied to the software, defaults to 0.

ports: Set[*Port*]

The set of ports to which the software is connected.

receive(*payload: Any, session_id: str, **kwargs*) → bool

Receives a payload from the SessionManager.

The specifics of how the payload is processed and whether a response payload is generated should be implemented in subclasses.

Parameters

payload – The payload to receive.

Returns

True if successful, False otherwise.

reset_component_for_episode(*episode: int*)

Resets the Application component for a new episode.

This method ensures the Application is ready for a new episode, including resetting any stateful properties or statistics, and clearing any message queues.

revealed_to_red: bool

Indicates if the software has been revealed to red agent, defaults is False.

scanning_count: int

The count of times the software has been scanned, defaults to 0.

send(*payload: Any, session_id: str, **kwargs*) → bool

Sends a payload to the SessionManager.

The specifics of how the payload is processed and whether a response payload is generated should be implemented in subclasses.

Parameters

payload – The payload to send.

Returns

True if successful, False otherwise.

tcp: bool

Indicates if the software uses TCP protocol for communication. Default is True.

udp: bool

Indicates if the software uses UDP protocol for communication. Default is True.

uuid: str

The component UUID.

3.7.17.6.1.6 `primaite.simulator.system.applications.application.ApplicationOperatingState`

class `primaite.simulator.system.applications.application.ApplicationOperatingState`(*value*)

Bases: Enum

Enumeration of Application Operating States.

3.7.17.6.2 `primaite.simulator.system.core`

```

primaite.simulator.system.core.
packet_capture
primaite.simulator.system.core.
session_manager
primaite.simulator.system.core.
software_manager
primaite.simulator.system.core.sys_log

```

3.7.17.6.2.1 `primaite.simulator.system.core.packet_capture`

Classes

<code>PacketCapture</code>	Represents a PacketCapture component on a Node in the simulation environment.
----------------------------	---

3.7.17.6.2.2 `primaite.simulator.system.core.packet_capture.PacketCapture`

class `primaite.simulator.system.core.packet_capture.PacketCapture`(*hostname: str, ip_address: str*
| *None = None,*
switch_port_number: int |
None = None)

Bases: object

Represents a PacketCapture component on a Node in the simulation environment.

PacketCapture is a service that logs Frames as json strings; It's Wireshark for PrimAITE.

The PCAPs are logged to: <simulation output directory>/<hostname>/<hostname>_<ip address>_pcap.log

Methods

<i>capture</i>	Capture a Frame and log it.
----------------	-----------------------------

Attributes

<i>hostname</i>	The hostname for which PCAP logs are being recorded.
<i>ip_address</i>	The IP address associated with the PCAP logs.
<i>switch_port_number</i>	The SwitchPort number.

__init__(*hostname: str, ip_address: str | None = None, switch_port_number: int | None = None*)

Initialize the PacketCapture process.

Parameters

- **hostname** – The hostname for which PCAP logs are being recorded.
- **ip_address** – The IP address associated with the PCAP logs.

capture(*frame*)

Capture a Frame and log it.

Parameters

frame – The PCAP frame to capture.

hostname: str

The hostname for which PCAP logs are being recorded.

ip_address: str

The IP address associated with the PCAP logs.

switch_port_number

The SwitchPort number.

3.7.17.6.2.3 `primaite.simulator.system.core.session_manager`

Classes

<i>Session</i>	Models a network session.
<i>SessionManager</i>	Manages network sessions, including session creation, lookup, and communication with other components.

3.7.17.6.2.4 `primaite.simulator.system.core.session_manager.Session`

```
class primaite.simulator.system.core.session_manager.Session(*, uuid: str, protocol: IPProtocol,
                                                            src_ip: IPv4Address, dst_ip:
                                                            IPv4Address, src_port: Port | None,
                                                            dst_port: Port | None, connected:
                                                            bool = False, **kwargs)
```

Bases: *SimComponent*

Models a network session.

Encapsulates information related to communication between two network endpoints, including the protocol, source and destination IPs and ports.

Parameters

- **protocol** – The IP protocol used in the session.
- **src_ip** – The source IP address.
- **dst_ip** – The destination IP address.
- **src_port** – The source port number (optional).
- **dst_port** – The destination port number (optional).
- **connected** – A flag indicating whether the session is connected.

Methods

<code>apply_action</code>	Apply an action to a simulation component.
<code>apply_timestep</code>	Apply a timestep evolution to this component.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>describe_state</code>	Describes the current state of the session as a dictionary.
<code>dict</code>	
<code>from_orm</code>	
<code>from_session_key</code>	Create a Session instance from a session key tuple.
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>reset_component_for_episode</code>	Reset this component to its original state for a new episode.
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[Field-Info][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>protocol</code>	
<code>src_ip</code>	
<code>dst_ip</code>	
<code>src_port</code>	
<code>dst_port</code>	
<code>connected</code>	

`__init__` (**kwargs)

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`apply_action`(action: List[str], context: Dict = {}) → None

Apply an action to a simulation component. Action data is passed in as a ‘namespaced’ list of strings.

If the list only has one element, the action is intended to be applied directly to this object. If the list has multiple entries, the action is passed to the child of this object specified by the first one or two entries. This is essentially a namespace.

For example, [“turn_on”,] is meant to apply an action of ‘turn on’ to this component.

However, [“services”, “email_client”, “turn_on”] is meant to ‘turn on’ this component’s email client service.

Parameters

action (List [str]) – List describing the action to apply to this object.

`apply_timestep`(timestep: int) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

`copy`(* , include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use *model_copy* instead.

If you need *include* or *exclude*, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data) `
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

describe_state() → Dict

Describes the current state of the session as a dictionary.

Returns

A dictionary containing the current state of the session.

classmethod from_session_key(*session_key*: Tuple[IPProtocol, IPv4Address, IPv4Address, Port | None, Port | None]) → Session

Create a Session instance from a session key tuple.

Parameters

session_key – Tuple containing the session details.

Returns

A Session instance.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(*_fields_set*: set[str] | None = None, ***values*: Any) → Model

Creates a new instance of the *Model* class with validated data.

Creates a new model setting *__dict__* and *__pydantic_fields_set__* from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if *Config.extra = 'allow'* was set since it adds all passed values

Args:

_fields_set: The set of field names accepted for the Model instance. *values*: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(* , update: dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

Args:

update: Values to change/add in the new model. **Note: the data is not validated** before creating the new model. You should trust this data.

deep: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(* , mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → dict[str, Any]

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which *to_python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

include: A list of fields to include in the output. **exclude:** A list of fields to exclude from the output.

by_alias: Whether to use the field's alias in the dictionary key if defined. **exclude_unset:** Whether to

exclude fields that are unset or None from the output. **exclude_defaults:** Whether to exclude fields that

are set to their default value from the output. **exclude_none:** Whether to exclude fields that have a value

of *None* from the output. **round_trip:** Whether to enable serialization and deserialization round-trip

support. **warnings:** Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(* , indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. **include:**

Field(s) to include in the JSON output. Can take either a string or set of strings. **exclude:** Field(s)

to exclude from the JSON output. Can take either a string or set of strings. **by_alias:** Whether to

serialize using field aliases. **exclude_unset:** Whether to exclude fields that have not been explicitly

set. **exclude_defaults:** Whether to exclude fields that have the default value. **exclude_none:** Whether

to exclude fields that have a value of *None*. **round_trip:** Whether to use serialization/deserialization

between JSON and class instance. **warnings:** Whether to show any warnings that occurred during

serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to "allow".

```

model_fields: ClassVar[dict[str, FieldInfo]] = {'connected':
FieldInfo(annotation=bool, required=False, default=False), 'dst_ip':
FieldInfo(annotation=IPv4Address, required=True), 'dst_port':
FieldInfo(annotation=Union[Port, NoneType], required=True), 'protocol':
FieldInfo(annotation=IPProtocol, required=True), 'src_ip':
FieldInfo(annotation=IPv4Address, required=True), 'src_port':
FieldInfo(annotation=Union[Port, NoneType], required=True), 'uuid':
FieldInfo(annotation=str, required=True)}

```

Metadata about the fields defined on the model, mapping of field names to [*FieldInfo*][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```

classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,
Any]

```

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. *ref_template*: The reference template.
schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

```

classmethod model_parametrized_name(params: tuple[type[Any], ...]) → str

```

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

TypeError: Raised when trying to generate concrete names for non-generic models.

```

model_post_init(_BaseModel__context: Any) → None

```

Override this method to perform additional initialization after *__init__* and *model_construct*. This is useful if you want to do some validation that requires the entire model to be initialized.


```
classmethod model_rebuild(*, force: bool = False, raise_errors: bool = True,
 _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] |
 None = None) → bool | None
```

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a ForwardRef which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

```
classmethod model_validate(obj: Any, *, strict: bool | None = None, from_attributes: bool | None =
 None, context: dict[str, Any] | None = None) → Model
```

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

ValidationError: If the object could not be validated.

Returns:

The validated model instance.

```
classmethod model_validate_json(json_data: str | bytes | bytearray, *, strict: bool | None = None,
 context: dict[str, Any] | None = None) → Model
```

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

ValueError: If *json_data* is not a JSON string.

```
reset_component_for_episode(episode: int)
```

Reset this component to its original state for a new episode.

Override this method with anything that needs to happen within the component for it to be reset.

```
uuid: str
```

The component UUID.

3.7.17.6.2.5 `primaite.simulator.system.core.session_manager.SessionManager`

`class primaite.simulator.system.core.session_manager.SessionManager`(*sys_log*: SysLog, *arp_cache*: ARPCache)

Bases: object

Manages network sessions, including session creation, lookup, and communication with other components.

Parameters

- **sys_log** – A reference to the system log component.
- **arp_cache** – A reference to the ARP cache component.

Methods

<code>describe_state</code>	Describes the current state of the session manager as a dictionary.
<code>receive_payload_from_nic</code>	Receive a Frame from the NIC.
<code>receive_payload_from_software_manager</code>	Receive a payload from the SoftwareManager.
<code>send_payload_to_nic</code>	Send a payload across the Network.
<code>send_payload_to_software_manager</code>	Send a payload to the software manager.

`__init__`(*sys_log*: SysLog, *arp_cache*: ARPCache)

`describe_state`() → Dict

Describes the current state of the session manager as a dictionary.

Returns

A dictionary containing the current state of the session manager.

`receive_payload_from_nic`(*frame*: Frame)

Receive a Frame from the NIC.

Extract the session key using the `_get_session_key` method, and forward the payload to the appropriate session. If the session does not exist, a new one is created.

Parameters

frame – The frame being received.

`receive_payload_from_software_manager`(*payload*: Any, *session_id*: int | None = None)

Receive a payload from the SoftwareManager.

If no *session_id*, a Session is established. Once established, the payload is sent to `send_payload_to_nic`.

Parameters

- **payload** – The payload to be sent.
- **session_id** – The Session ID the payload is to originate from. Optional. If None, one will be created.

`send_payload_to_nic`(*payload*: Any, *session_id*: int)

Send a payload across the Network.

Takes a payload and a *session_id*. Builds a Frame and sends it across the network via a NIC.

Parameters

- **payload** – The payload to be sent.
- **session_id** – The Session ID the payload originates from

send_payload_to_software_manager(*payload: Any, session_id: int*)

Send a payload to the software manager.

Parameters

- **payload** – The payload to be sent.
- **session_id** – The Session ID the payload originates from.

3.7.17.6.2.6 primaite.simulator.system.core.software_manager

Classes

<i>SoftwareManager</i>	A class that manages all running Services and Applications on a Node and facilitates their communication.
------------------------	---

3.7.17.6.2.7 primaite.simulator.system.core.software_manager.SoftwareManager

class `primaite.simulator.system.core.software_manager.SoftwareManager`(*session_manager: SessionManager, sys_log: SysLog*)

Bases: object

A class that manages all running Services and Applications on a Node and facilitates their communication.

Methods

<i>add_application</i>	Add an Application to the manager.
<i>add_service</i>	Add a Service to the manager.
<i>receive_payload_from_session_manger</i>	Receive a payload from the SessionManager and forward it to the corresponding service or application.
<i>send_internal_payload</i>	Send a payload to a specific service or application.
<i>send_payload_to_session_manger</i>	Send a payload to the SessionManager.

__init__(*session_manager: SessionManager, sys_log: SysLog*)

Initialize a new instance of SoftwareManager.

Parameters

session_manager – The session manager handling network communications.

add_application(*name: str, application: Application, port: Port, protocol: IPProtocol*)

Add an Application to the manager.

Parameters

- **name** – The name of the application.
- **application** – The application instance.

- **port** – The port used by the application.
- **protocol** – The network protocol used by the application.

add_service(*name: str, service: Service, port: Port, protocol: IPProtocol*)

Add a Service to the manager.

Parameters

- **name** – The name of the service.
- **service** – The service instance.
- **port** – The port used by the service.
- **protocol** – The network protocol used by the service.

receive_payload_from_session_manger(*payload: Any, session: Session*)

Receive a payload from the SessionManager and forward it to the corresponding service or application.

Parameters

- **payload** – The payload being received.
- **session** – The transport session the payload originates from.

send_internal_payload(*target_software: str, target_software_type: SoftwareType, payload: Any*)

Send a payload to a specific service or application.

Parameters

- **target_software** – The name of the target service or application.
- **target_software_type** – The type of software (Service, Application, Process).
- **payload** – The data to be sent.
- **receiver_type** – The type of the target, either ‘service’ or ‘application’.

send_payload_to_session_manger(*payload: Any, session_id: int | None = None*)

Send a payload to the SessionManager.

Parameters

- **payload** – The payload to be sent.
- **session_id** – The Session ID the payload is to originate from. Optional.

3.7.17.6.2.8 `primaite.simulator.system.core.sys_log`

Classes

SysLog

A SysLog class is a simple logger dedicated to managing and writing system logs for a Node.

3.7.17.6.2.9 primaite.simulator.system.core.sys_log.SysLog

class primaite.simulator.system.core.sys_log.SysLog(*hostname: str*)

Bases: object

A SysLog class is a simple logger dedicated to managing and writing system logs for a Node.

Each log message is written to a file located at: <simulation output directory>/<hostname>/<hostname>_sys.log

Methods

<i>critical</i>	Logs a message with the CRITICAL level.
<i>debug</i>	Logs a message with the DEBUG level.
<i>error</i>	Logs a message with the ERROR level.
<i>info</i>	Logs a message with the INFO level.
<i>warning</i>	Logs a message with the WARNING level.

__init__(*hostname: str*)

Constructs a SysLog instance for a given hostname.

Parameters

hostname – The hostname associated with the system logs being recorded.

critical(*msg: str*)

Logs a message with the CRITICAL level.

Parameters

msg – The message to be logged.

debug(*msg: str*)

Logs a message with the DEBUG level.

Parameters

msg – The message to be logged.

error(*msg: str*)

Logs a message with the ERROR level.

Parameters

msg – The message to be logged.

info(*msg: str*)

Logs a message with the INFO level.

Parameters

msg – The message to be logged.

warning(*msg: str*)

Logs a message with the WARNING level.

Parameters

msg – The message to be logged.

3.7.17.6.3 primaite.simulator.system.processes

```
primaite.simulator.system.processes.  
process
```

3.7.17.6.3.1 primaite.simulator.system.processes.process

Classes

<i>Process</i>	Represents a Process, a program in execution, in the simulation environment.
<i>ProcessOperatingState</i>	Enumeration of Process Operating States.

3.7.17.6.3.2 primaite.simulator.system.processes.process.Process

```
class primaite.simulator.system.processes.process.Process(*, uuid: str, name: str,  
                                                         health_state_actual:  
                                                         SoftwareHealthState,  
                                                         health_state_visible:  
                                                         SoftwareHealthState, criticality:  
                                                         SoftwareCriticality, patching_count: int  
                                                         = 0, scanning_count: int = 0,  
                                                         revealed_to_red: bool = False,  
                                                         operating_state: ProcessOperatingState,  
                                                         **kwargs)
```

Bases: *Software*

Represents a Process, a program in execution, in the simulation environment.

Processes are executed by a Node and do not have the ability to performing input/output operations.

Methods

<code>apply_action</code>	Applies a list of actions to the software.
<code>apply_timestep</code>	Apply a timestep evolution to this component.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>describe_state</code>	Describes the current state of the software.
<code>dict</code>	
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>reset_component_for_episode</code>	Resets the software component for a new episode.
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[Field-Info][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>operating_state</code>	The current operating state of the Process.

`__init__`(***kwargs*)

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`apply_action`(*action: List[str]*) → None

Applies a list of actions to the software.

The specifics of how these actions are applied should be implemented in subclasses.

Parameters

action (*List[str]*) – A list of actions to apply.

`apply_timestep`(*timestep: int*) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

`copy`(**, include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

criticality: *SoftwareCriticality*

The criticality level of the software.

abstract describe_state() → Dict

Describes the current state of the software.

The specifics of the software’s state, including its health, criticality, and any other pertinent information, should be implemented in subclasses.

Returns

A dictionary containing key-value pairs representing the current state of the software.

Return type

Dict

health_state_actual: *SoftwareHealthState*

The actual health state of the software.

health_state_visible: *SoftwareHealthState*

The health state of the software visible to the red agent.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(*_fields_set: set[str] | None = None, **values: Any*) → Model

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the Model instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(**, update: dict[str, Any] | None = None, deep: bool = False*) → Model

Returns a copy of the model.

Args:

update: Values to change/add in the new model. **Note: the data is not validated** before creating the new model. You should trust this data.

`deep`: Set to `True` to make a deep copy of the model.

Returns:

New model instance.

model_dump(**, mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → dict[str, Any]*

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to *python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

include: A list of fields to include in the output. exclude: A list of fields to exclude from the output.

by_alias: Whether to use the field's alias in the dictionary key if defined. exclude_unset: Whether to exclude fields that are unset or None from the output. exclude_defaults: Whether to exclude fields that are set to their default value from the output. exclude_none: Whether to exclude fields that have a value of *None* from the output. round_trip: Whether to enable serialization and deserialization round-trip support. warnings: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(**, indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str*

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. include: Field(s) to include in the JSON output. Can take either a string or set of strings. exclude: Field(s) to exclude from the JSON output. Can take either a string or set of strings. by_alias: Whether to serialize using field aliases. exclude_unset: Whether to exclude fields that have not been explicitly set. exclude_defaults: Whether to exclude fields that have the default value. exclude_none: Whether to exclude fields that have a value of *None*. round_trip: Whether to use serialization/deserialization between JSON and class instance. warnings: Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to "allow".

```

model_fields: ClassVar[dict[str, FieldInfo]] = {'criticality':
FieldInfo(annotation=SoftwareCriticality, required=True), 'health_state_actual':
FieldInfo(annotation=SoftwareHealthState, required=True), 'health_state_visible':
FieldInfo(annotation=SoftwareHealthState, required=True), 'name':
FieldInfo(annotation=str, required=True), 'operating_state':
FieldInfo(annotation=ProcessOperatingState, required=True), 'patching_count':
FieldInfo(annotation=int, required=False, default=0), 'revealed_to_red':
FieldInfo(annotation=bool, required=False, default=False), 'scanning_count':
FieldInfo(annotation=int, required=False, default=0), 'uuid':
FieldInfo(annotation=str, required=True)}

```

Metadata about the fields defined on the model, mapping of field names to [*Field-Info*][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

property *model_fields_set*: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

classmethod *model_json_schema*(*by_alias*: bool = True, *ref_template*: str = '#/\$defs/{model}',
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, *mode*:
~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,
Any]

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. *ref_template*: The reference template.
schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod *model_parametrized_name*(*params*: tuple[type[Any], ...]) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

TypeError: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context*: Any) → None

Override this method to perform additional initialization after *__init__* and *model_construct*. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod *model_rebuild*(*, *force*: bool = False, *raise_errors*: bool = True,
_parent_namespace_depth: int = 2, *_types_namespace*: dict[str, Any] |
None = None) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a ForwardRef which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

`force`: Whether to force the rebuilding of the model schema, defaults to *False*. `raise_errors`: Whether to raise errors, defaults to *True*. `_parent_namespace_depth`: The depth level of the parent namespace, defaults to 2. `_types_namespace`: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding `_was_` required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod `model_validate`(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

`obj`: The object to validate. `strict`: Whether to raise an exception on invalid fields. `from_attributes`: Whether to extract data from object attributes. `context`: Additional context to pass to the validator.

Raises:

`ValidationError`: If the object could not be validated.

Returns:

The validated model instance.

classmethod `model_validate_json`(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

`json_data`: The JSON data to validate. `strict`: Whether to enforce types strictly. `context`: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

`ValueError`: If `json_data` is not a JSON string.

name: str

The name of the software.

operating_state: *ProcessOperatingState*

The current operating state of the Process.

patching_count: int

The count of patches applied to the software, defaults to 0.

reset_component_for_episode(*episode: int*)

Resets the software component for a new episode.

This method should ensure the software is ready for a new episode, including resetting any stateful properties or statistics, and clearing any message queues. The specifics of what constitutes a “reset” should be implemented in subclasses.

revealed_to_red: bool

Indicates if the software has been revealed to red agent, defaults is False.

scanning_count: int

The count of times the software has been scanned, defaults to 0.

uuid: str

The component UUID.

3.7.17.6.3 `primaite.simulator.system.processes.process.ProcessOperatingState`

class `primaite.simulator.system.processes.process.ProcessOperatingState`(*value*)

Bases: Enum

Enumeration of Process Operating States.

Attributes

<code>RUNNING</code>	The process is running.
<code>PAUSED</code>	The process is temporarily paused.

`PAUSED = 2`

The process is temporarily paused.

`RUNNING = 1`

The process is running.

3.7.17.6.4 `primaite.simulator.system.services`

```
primaite.simulator.system.services.  
dns_service  
primaite.simulator.system.services.service
```

3.7.17.6.4.1 `primaite.simulator.system.services.dns_service`

Classes

```
DNSService
```

3.7.17.6.4.2 `primaite.simulator.system.services.dns_service.DNSService`

```
class primaite.simulator.system.services.dns_service.DNSService(*, uuid: str, name: str,
                                                                health_state_actual:
                                                                SoftwareHealthState,
                                                                health_state_visible:
                                                                SoftwareHealthState, criticality:
                                                                SoftwareCriticality,
                                                                patching_count: int = 0,
                                                                scanning_count: int = 0,
                                                                revealed_to_red: bool = False,
                                                                installing_count: int = 0,
                                                                max_sessions: int = 1, tcp: bool
                                                                = True, udp: bool = True, ports:
                                                                Set[Port], operating_state:
                                                                ServiceOperatingState,
                                                                **kwargs)
```

Bases: *Service*

Methods

<code>apply_action</code>	Applies a list of actions to the Service.
<code>apply_timestep</code>	Apply a timestep evolution to this component.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>describe_state</code>	Describes the current state of the software.
<code>dict</code>	
<code>from_orm</code>	
<code>get_install</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>receive</code>	Receives a payload from the SessionManager.
<code>reset_component_for_episode</code>	Resets the Service component for a new episode.
<code>schema</code>	
<code>schema_json</code>	
<code>send</code>	Sends a payload to the SessionManager.
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[FieldInfo][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.

`__init__`(***kwargs*)

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`apply_action`(*action: List[str]*) → None

Applies a list of actions to the Service.

Parameters

action – A list of actions to apply.

`apply_timestep`(*timestep: int*) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

`copy`(**, include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

`deep`: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

criticality: *SoftwareCriticality*

The criticality level of the software.

describe_state() → Dict

Describes the current state of the software.

The specifics of the software's state, including its health, criticality, and any other pertinent information, should be implemented in subclasses.

Returns

A dictionary containing key-value pairs representing the current state of the software.

Return type

Dict

health_state_actual: *SoftwareHealthState*

The actual health state of the software.

health_state_visible: *SoftwareHealthState*

The health state of the software visible to the red agent.

installing_count: int

The number of times the software has been installed. Default is 0.

max_sessions: int

The maximum number of sessions that the software can handle simultaneously. Default is 0.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(*_fields_set: set[str] | None = None, **values: Any*) → Model

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the Model instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(**, update: dict[str, Any] | None = None, deep: bool = False*) → Model

Returns a copy of the model.

Args:

update: Values to change/add in the new model. **Note: the data is not validated** before creating the new model. You should trust this data.

`deep`: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(**mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True*) → dict[str, Any]

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to *python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

include: A list of fields to include in the output. **exclude:** A list of fields to exclude from the output.

by_alias: Whether to use the field's alias in the dictionary key if defined. **exclude_unset:** Whether to

exclude fields that are unset or None from the output. **exclude_defaults:** Whether to exclude fields that

are set to their default value from the output. **exclude_none:** Whether to exclude fields that have a value

of *None* from the output. **round_trip:** Whether to enable serialization and deserialization round-trip

support. **warnings:** Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(**indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True*) → str

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. **include:**

Field(s) to include in the JSON output. Can take either a string or set of strings. **exclude:** Field(s)

to exclude from the JSON output. Can take either a string or set of strings. **by_alias:** Whether to

serialize using field aliases. **exclude_unset:** Whether to exclude fields that have not been explicitly

set. **exclude_defaults:** Whether to exclude fields that have the default value. **exclude_none:** Whether

to exclude fields that have a value of *None*. **round_trip:** Whether to use serialization/deserialization

between JSON and class instance. **warnings:** Whether to show any warnings that occurred during

serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to "allow".

```

model_fields: ClassVar[dict[str, FieldInfo]] = {'criticality':
FieldInfo(annotation=SoftwareCriticality, required=True), 'health_state_actual':
FieldInfo(annotation=SoftwareHealthState, required=True), 'health_state_visible':
FieldInfo(annotation=SoftwareHealthState, required=True), 'installing_count':
FieldInfo(annotation=int, required=False, default=0), 'max_sessions':
FieldInfo(annotation=int, required=False, default=1), 'name':
FieldInfo(annotation=str, required=True), 'operating_state':
FieldInfo(annotation=ServiceOperatingState, required=True), 'patching_count':
FieldInfo(annotation=int, required=False, default=0), 'ports':
FieldInfo(annotation=Set[Port], required=True), 'revealed_to_red':
FieldInfo(annotation=bool, required=False, default=False), 'scanning_count':
FieldInfo(annotation=int, required=False, default=0), 'tcp':
FieldInfo(annotation=bool, required=False, default=True), 'udp':
FieldInfo(annotation=bool, required=False, default=True), 'uuid':
FieldInfo(annotation=str, required=True)}

```

Metadata about the fields defined on the model, mapping of field names to [*FieldInfo*][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```

classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,
Any]

```

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. *ref_template*: The reference template.
schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

```

classmethod model_parametrized_name(params: tuple[type[Any], ...]) → str

```

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

TypeError: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod model_rebuild(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a ForwardRef which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod model_validate(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

ValidationError: If the object could not be validated.

Returns:

The validated model instance.

classmethod model_validate_json(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

ValueError: If *json_data* is not a JSON string.

name: str

The name of the software.

operating_state: ServiceOperatingState

The current operating state of the Service.

patching_count: int

The count of patches applied to the software, defaults to 0.

ports: `Set[Port]`

The set of ports to which the software is connected.

receive(*payload: Any, session_id: str, **kwargs*) → bool

Receives a payload from the SessionManager.

The specifics of how the payload is processed and whether a response payload is generated should be implemented in subclasses.

Parameters

payload – The payload to receive.

Returns

True if successful, False otherwise.

reset_component_for_episode(*episode: int*)

Resets the Service component for a new episode.

This method ensures the Service is ready for a new episode, including resetting any stateful properties or statistics, and clearing any message queues.

revealed_to_red: `bool`

Indicates if the software has been revealed to red agent, defaults is False.

scanning_count: `int`

The count of times the software has been scanned, defaults to 0.

send(*payload: Any, session_id: str, **kwargs*) → bool

Sends a payload to the SessionManager.

The specifics of how the payload is processed and whether a response payload is generated should be implemented in subclasses.

Parameters

payload – The payload to send.

Returns

True if successful, False otherwise.

tcp: `bool`

Indicates if the software uses TCP protocol for communication. Default is True.

udp: `bool`

Indicates if the software uses UDP protocol for communication. Default is True.

uuid: `str`

The component UUID.

3.7.17.6.4.3 `primaite.simulator.system.services.service`

Classes

<code>Service</code>	Represents a Service in the simulation environment.
<code>ServiceOperatingState</code>	Enumeration of Service Operating States.

3.7.17.6.4.4 `primaite.simulator.system.services.service.Service`

```
class primaite.simulator.system.services.service.Service(*, uuid: str, name: str,
                                                         health_state_actual: SoftwareHealthState,
                                                         health_state_visible:
                                                         SoftwareHealthState, criticality:
                                                         SoftwareCriticality, patching_count: int =
                                                         0, scanning_count: int = 0,
                                                         revealed_to_red: bool = False,
                                                         installing_count: int = 0, max_sessions:
                                                         int = 1, tcp: bool = True, udp: bool =
                                                         True, ports: Set[Port], operating_state:
                                                         ServiceOperatingState, **kwargs)
```

Bases: *IOSoftware*

Represents a Service in the simulation environment.

Services are programs that run in the background and may perform input/output operations.

Methods

<code>apply_action</code>	Applies a list of actions to the Service.
<code>apply_timestep</code>	Apply a timestep evolution to this component.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>describe_state</code>	Describes the current state of the software.
<code>dict</code>	
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>receive</code>	Receives a payload from the SessionManager.
<code>reset_component_for_episode</code>	Resets the Service component for a new episode.
<code>schema</code>	
<code>schema_json</code>	
<code>send</code>	Sends a payload to the SessionManager.
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[FieldInfo][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>operating_state</code>	The current operating state of the Service.

`__init__`(**kwargs)

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`apply_action`(action: List[str]) → None

Applies a list of actions to the Service.

Parameters

action – A list of actions to apply.

`apply_timestep`(timestep: int) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

`copy`(* , include: AbstractSet[IntStr | MappingIntStrAny | None = None, exclude: AbstractSet[IntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data) `
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

`deep`: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

criticality: *SoftwareCriticality*

The criticality level of the software.

abstract describe_state() → Dict

Describes the current state of the software.

The specifics of the software’s state, including its health, criticality, and any other pertinent information, should be implemented in subclasses.

Returns

A dictionary containing key-value pairs representing the current state of the software.

Return type

Dict

health_state_actual: *SoftwareHealthState*

The actual health state of the software.

health_state_visible: *SoftwareHealthState*

The health state of the software visible to the red agent.

installing_count: int

The number of times the software has been installed. Default is 0.

max_sessions: int

The maximum number of sessions that the software can handle simultaneously. Default is 0.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(*_fields_set: set[str] | None = None, **values: Any*) → Model

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the Model instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(**, update: dict[str, Any] | None = None, deep: bool = False*) → Model

Returns a copy of the model.

Args:

update: Values to change/add in the new model. **Note: the data is not validated** before creating the new model. You should trust this data.

deep: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(**, mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → dict[str, Any]*

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to *python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

include: A list of fields to include in the output. exclude: A list of fields to exclude from the output.

by_alias: Whether to use the field's alias in the dictionary key if defined. exclude_unset: Whether to

exclude fields that are unset or None from the output. exclude_defaults: Whether to exclude fields that

are set to their default value from the output. exclude_none: Whether to exclude fields that have a value

of *None* from the output. round_trip: Whether to enable serialization and deserialization round-trip

support. warnings: Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(**, indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str*

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. include:

Field(s) to include in the JSON output. Can take either a string or set of strings. exclude: Field(s)

to exclude from the JSON output. Can take either a string or set of strings. by_alias: Whether to

serialize using field aliases. exclude_unset: Whether to exclude fields that have not been explicitly

set. exclude_defaults: Whether to exclude fields that have the default value. exclude_none: Whether

to exclude fields that have a value of *None*. round_trip: Whether to use serialization/deserialization

between JSON and class instance. warnings: Whether to show any warnings that occurred during

serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to "allow".

```

model_fields: ClassVar[dict[str, FieldInfo]] = {'criticality':
FieldInfo(annotation=SoftwareCriticality, required=True), 'health_state_actual':
FieldInfo(annotation=SoftwareHealthState, required=True), 'health_state_visible':
FieldInfo(annotation=SoftwareHealthState, required=True), 'installing_count':
FieldInfo(annotation=int, required=False, default=0), 'max_sessions':
FieldInfo(annotation=int, required=False, default=1), 'name':
FieldInfo(annotation=str, required=True), 'operating_state':
FieldInfo(annotation=ServiceOperatingState, required=True), 'patching_count':
FieldInfo(annotation=int, required=False, default=0), 'ports':
FieldInfo(annotation=Set[Port], required=True), 'revealed_to_red':
FieldInfo(annotation=bool, required=False, default=False), 'scanning_count':
FieldInfo(annotation=int, required=False, default=0), 'tcp':
FieldInfo(annotation=bool, required=False, default=True), 'udp':
FieldInfo(annotation=bool, required=False, default=True), 'uuid':
FieldInfo(annotation=str, required=True)}

```

Metadata about the fields defined on the model, mapping of field names to [*FieldInfo*][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```

classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,
Any]

```

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. *ref_template*: The reference template.
schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod model_parametrized_name(params: tuple[type[Any], ...]) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

TypeError: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod model_rebuild(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a ForwardRef which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod model_validate(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

ValidationError: If the object could not be validated.

Returns:

The validated model instance.

classmethod model_validate_json(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

ValueError: If *json_data* is not a JSON string.

name: str

The name of the software.

operating_state: ServiceOperatingState

The current operating state of the Service.

patching_count: int

The count of patches applied to the software, defaults to 0.

ports: `Set[Port]`

The set of ports to which the software is connected.

receive(*payload: Any, session_id: str, **kwargs*) → bool

Receives a payload from the SessionManager.

The specifics of how the payload is processed and whether a response payload is generated should be implemented in subclasses.

Parameters

payload – The payload to receive.

Returns

True if successful, False otherwise.

reset_component_for_episode(*episode: int*)

Resets the Service component for a new episode.

This method ensures the Service is ready for a new episode, including resetting any stateful properties or statistics, and clearing any message queues.

revealed_to_red: `bool`

Indicates if the software has been revealed to red agent, defaults is False.

scanning_count: `int`

The count of times the software has been scanned, defaults to 0.

send(*payload: Any, session_id: str, **kwargs*) → bool

Sends a payload to the SessionManager.

The specifics of how the payload is processed and whether a response payload is generated should be implemented in subclasses.

Parameters

payload – The payload to send.

Returns

True if successful, False otherwise.

tcp: `bool`

Indicates if the software uses TCP protocol for communication. Default is True.

udp: `bool`

Indicates if the software uses UDP protocol for communication. Default is True.

uuid: `str`

The component UUID.

3.7.17.6.4.5 `primaite.simulator.system.services.service.ServiceOperatingState`

`class primaite.simulator.system.services.service.ServiceOperatingState(value)`

Bases: Enum

Enumeration of Service Operating States.

Attributes

<i>RUNNING</i>	The service is currently running.
<i>STOPPED</i>	The service is not running.
<i>INSTALLING</i>	The service is being installed or updated.
<i>RESTARTING</i>	The service is in the process of restarting.
<i>PAUSED</i>	The service is temporarily paused.
<i>DISABLED</i>	The service is disabled and cannot be started.

DISABLED = 6

The service is disabled and cannot be started.

INSTALLING = 3

The service is being installed or updated.

PAUSED = 5

The service is temporarily paused.

RESTARTING = 4

The service is in the process of restarting.

RUNNING = 1

The service is currently running.

STOPPED = 2

The service is not running.

3.7.17.6.5 primaite.simulator.system.software

Classes

<i>IOSoftware</i>	Represents software in a simulator environment that is capable of input/output operations.
<i>Software</i>	A base class representing software in a simulator environment.
<i>SoftwareCriticality</i>	Enumeration of Software Criticality Levels.
<i>SoftwareHealthState</i>	Enumeration of the Software Health States.
<i>SoftwareType</i>	An enumeration representing the different types of software within a simulated environment.

3.7.17.6.5.1 primaite.simulator.system.software.IOSoftware

```
class primaite.simulator.system.software.IOSoftware(*, uuid: str, name: str, health_state_actual:
    SoftwareHealthState, health_state_visible:
    SoftwareHealthState, criticality:
    SoftwareCriticality, patching_count: int = 0,
    scanning_count: int = 0, revealed_to_red: bool
    = False, installing_count: int = 0, max_sessions:
    int = 1, tcp: bool = True, udp: bool = True,
    ports: Set[Port], **kwargs)
```

Bases: *Software*

Represents software in a simulator environment that is capable of input/output operations.

This base class is meant to be sub-classed by Application and Service classes. It provides the blueprint for Applications and Services that can receive payloads from a Node's SessionManager (corresponding to layer 5 in the OSI Model), process them according to their internals, and send a response payload back to the SessionManager if required.

Methods

<code>apply_action</code>	Applies a list of actions to the software.
<code>apply_timestep</code>	Apply a timestep evolution to this component.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>describe_state</code>	Describes the current state of the software.
<code>dict</code>	
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>receive</code>	Receives a payload from the SessionManager.
<code>reset_component_for_episode</code>	Resets the software component for a new episode.
<code>schema</code>	
<code>schema_json</code>	
<code>send</code>	Sends a payload to the SessionManager.
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[Field-Info][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>installing_count</code>	The number of times the software has been installed.
<code>max_sessions</code>	The maximum number of sessions that the software can handle simultaneously.
<code>tcp</code>	Indicates if the software uses TCP protocol for communication.
<code>udp</code>	Indicates if the software uses UDP protocol for communication.
<code>ports</code>	The set of ports to which the software is connected.

`__init__`(***kwargs*)

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`apply_action`(*action: List[str]*) → None

Applies a list of actions to the software.

The specifics of how these actions are applied should be implemented in subclasses.

Parameters

action (*List[str]*) – A list of actions to apply.

`apply_timestep`(*timestep: int*) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

`copy`(**, include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False*) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:

include: Optional set or mapping

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

criticality: *SoftwareCriticality*

The criticality level of the software.

abstract describe_state() → Dict

Describes the current state of the software.

The specifics of the software's state, including its health, criticality, and any other pertinent information, should be implemented in subclasses.

Returns

A dictionary containing key-value pairs representing the current state of the software.

Return type

Dict

health_state_actual: *SoftwareHealthState*

The actual health state of the software.

health_state_visible: *SoftwareHealthState*

The health state of the software visible to the red agent.

installing_count: int

The number of times the software has been installed. Default is 0.

max_sessions: int

The maximum number of sessions that the software can handle simultaneously. Default is 0.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(*_fields_set: set[str] | None = None, **values: Any*) → Model

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the Model instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(* , update: dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

Args:

update: Values to change/add in the new model. Note: the data is not validated before creating the new model. You should trust this data.

deep: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(* , mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → dict[str, Any]

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which to *python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

include: A list of fields to include in the output. **exclude:** A list of fields to exclude from the output.

by_alias: Whether to use the field's alias in the dictionary key if defined. **exclude_unset:** Whether to exclude fields that are unset or None from the output. **exclude_defaults:** Whether to exclude fields that are set to their default value from the output. **exclude_none:** Whether to exclude fields that have a value of *None* from the output. **round_trip:** Whether to enable serialization and deserialization round-trip support. **warnings:** Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(* , indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. **include:** Field(s) to include in the JSON output. Can take either a string or set of strings. **exclude:** Field(s) to exclude from the JSON output. Can take either a string or set of strings. **by_alias:** Whether to serialize using field aliases. **exclude_unset:** Whether to exclude fields that have not been explicitly set. **exclude_defaults:** Whether to exclude fields that have the default value. **exclude_none:** Whether to exclude fields that have a value of *None*. **round_trip:** Whether to use serialization/deserialization between JSON and class instance. **warnings:** Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to “allow”.

```

model_fields: ClassVar[dict[str, FieldInfo]] = {'criticality':
FieldInfo(annotation=SoftwareCriticality, required=True), 'health_state_actual':
FieldInfo(annotation=SoftwareHealthState, required=True), 'health_state_visible':
FieldInfo(annotation=SoftwareHealthState, required=True), 'installing_count':
FieldInfo(annotation=int, required=False, default=0), 'max_sessions':
FieldInfo(annotation=int, required=False, default=1), 'name':
FieldInfo(annotation=str, required=True), 'patching_count':
FieldInfo(annotation=int, required=False, default=0), 'ports':
FieldInfo(annotation=Set[Port], required=True), 'revealed_to_red':
FieldInfo(annotation=bool, required=False, default=False), 'scanning_count':
FieldInfo(annotation=int, required=False, default=0), 'tcp':
FieldInfo(annotation=bool, required=False, default=True), 'udp':
FieldInfo(annotation=bool, required=False, default=True), 'uuid':
FieldInfo(annotation=str, required=True)}

```

Metadata about the fields defined on the model, mapping of field names to [*FieldInfo*][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```

classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,
Any]

```

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. *ref_template*: The reference template.
schema_generator: To override the logic used to generate the JSON schema, ass a subclass of
GenerateJsonSchema with your desired modifications
mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

```

classmethod model_parametrized_name(params: tuple[type[Any], ...]) → str

```

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value *(str, int)* would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

`TypeError`: Raised when trying to generate concrete names for non-generic models.

model_post_init(*_BaseModel__context: Any*) → None

Override this method to perform additional initialization after `__init__` and `model_construct`. This is useful if you want to do some validation that requires the entire model to be initialized.

classmethod model_rebuild(**, force: bool = False, raise_errors: bool = True, _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] | None = None*) → bool | None

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a `ForwardRef` which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

classmethod model_validate(*obj: Any, *, strict: bool | None = None, from_attributes: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

`ValidationError`: If the object could not be validated.

Returns:

The validated model instance.

classmethod model_validate_json(*json_data: str | bytes | bytearray, *, strict: bool | None = None, context: dict[str, Any] | None = None*) → Model

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

`ValueError`: If *json_data* is not a JSON string.

name: `str`

The name of the software.

patching_count: `int`

The count of patches applied to the software, defaults to 0.

ports: `Set[Port]`

The set of ports to which the software is connected.

receive(*payload: Any, session_id: str, **kwargs*) → `bool`

Receives a payload from the SessionManager.

The specifics of how the payload is processed and whether a response payload is generated should be implemented in subclasses.

Parameters

- **payload** – The payload to receive.
- **session_id** – The identifier of the session that the payload is associated with.
- **kwargs** – Additional keyword arguments specific to the implementation.

Returns

True if the payload was successfully received and processed, False otherwise.

reset_component_for_episode(*episode: int*)

Resets the software component for a new episode.

This method should ensure the software is ready for a new episode, including resetting any stateful properties or statistics, and clearing any message queues. The specifics of what constitutes a “reset” should be implemented in subclasses.

revealed_to_red: `bool`

Indicates if the software has been revealed to red agent, defaults is False.

scanning_count: `int`

The count of times the software has been scanned, defaults to 0.

send(*payload: Any, session_id: str, **kwargs*) → `bool`

Sends a payload to the SessionManager.

The specifics of how the payload is processed and whether a response payload is generated should be implemented in subclasses.

Parameters

- **payload** – The payload to send.
- **session_id** – The identifier of the session that the payload is associated with.
- **kwargs** – Additional keyword arguments specific to the implementation.

Returns

True if the payload was successfully sent, False otherwise.

tcp: `bool`

Indicates if the software uses TCP protocol for communication. Default is True.

udp: `bool`

Indicates if the software uses UDP protocol for communication. Default is True.

uuid: `str`

The component UUID.

3.7.17.6.5.2 `primaite.simulator.system.software.Software`

```
class primaite.simulator.system.software.Software(*uuid: str, name: str, health_state_actual:  
SoftwareHealthState, health_state_visible:  
SoftwareHealthState, criticality:  
SoftwareCriticality, patching_count: int = 0,  
scanning_count: int = 0, revealed_to_red: bool =  
False, **kwargs)
```

Bases: *SimComponent*

A base class representing software in a simulator environment.

This class is intended to be subclassed by specific types of software entities. It outlines the fundamental attributes and behaviors expected of any software in the simulation.

Methods

<code>apply_action</code>	Applies a list of actions to the software.
<code>apply_timestep</code>	Apply a timestep evolution to this component.
<code>construct</code>	
<code>copy</code>	Returns a copy of the model.
<code>describe_state</code>	Describes the current state of the software.
<code>dict</code>	
<code>from_orm</code>	
<code>json</code>	
<code>model_construct</code>	Creates a new instance of the <i>Model</i> class with validated data.
<code>model_copy</code>	Returns a copy of the model.
<code>model_dump</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump
<code>model_dump_json</code>	Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json
<code>model_json_schema</code>	Generates a JSON schema for a model class.
<code>model_parametrized_name</code>	Compute the class name for parametrizations of generic classes.
<code>model_post_init</code>	Override this method to perform additional initialization after <code>__init__</code> and <code>model_construct</code> .
<code>model_rebuild</code>	Try to rebuild the pydantic-core schema for the model.
<code>model_validate</code>	Validate a pydantic model instance.
<code>model_validate_json</code>	Validate the given JSON data against the Pydantic model.
<code>parse_file</code>	
<code>parse_obj</code>	
<code>parse_raw</code>	
<code>reset_component_for_episode</code>	Resets the software component for a new episode.
<code>schema</code>	
<code>schema_json</code>	
<code>update_forward_refs</code>	
<code>validate</code>	

Attributes

<code>model_computed_fields</code>	Get the computed fields of this model instance.
<code>model_config</code>	Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.
<code>model_extra</code>	Get extra fields set during validation.
<code>model_fields</code>	Metadata about the fields defined on the model, mapping of field names to <code>[Field-Info][pydantic.fields.FieldInfo]</code> .
<code>model_fields_set</code>	Returns the set of fields that have been set on this model instance.
<code>name</code>	The name of the software.
<code>health_state_actual</code>	The actual health state of the software.
<code>health_state_visible</code>	The health state of the software visible to the red agent.
<code>criticality</code>	The criticality level of the software.
<code>patching_count</code>	The count of patches applied to the software, defaults to 0.
<code>scanning_count</code>	The count of times the software has been scanned, defaults to 0.
<code>revealed_to_red</code>	Indicates if the software has been revealed to red agent, defaults is False.

`__init__` (**kwargs)

Create a new model by parsing and validating input data from keyword arguments.

Raises `[ValidationError][pydantic_core.ValidationError]` if the input data cannot be validated to form a valid model.

`__init__` uses `__pydantic_self__` instead of the more common `self` for the first arg to allow `self` as a field name.

`apply_action`(action: List[str]) → None

Applies a list of actions to the software.

The specifics of how these actions are applied should be implemented in subclasses.

Parameters

action (List[str]) – A list of actions to apply.

`apply_timestep`(timestep: int) → None

Apply a timestep evolution to this component.

Override this method with anything that happens automatically in the component such as scheduled restarts or sending data.

`copy`(* , include: AbstractSetIntStr | MappingIntStrAny | None = None, exclude: AbstractSetIntStr | MappingIntStrAny | None = None, update: Dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

!!! warning “Deprecated”

This method is now deprecated; use `model_copy` instead.

If you need `include` or `exclude`, use:

```
`py data = self.model_dump(include=include, exclude=exclude, round_trip=True)
data = {**data, **(update or {})} copied = self.model_validate(data)`
```

Args:**include: Optional set or mapping**

specifying which fields to include in the copied model.

exclude: Optional set or mapping

specifying which fields to exclude in the copied model.

update: Optional dictionary of field-value pairs to override field values

in the copied model.

deep: If True, the values of fields that are Pydantic models will be deep copied.

Returns:

A copy of the model with included, excluded and updated fields as specified.

criticality: *SoftwareCriticality*

The criticality level of the software.

abstract describe_state() → Dict

Describes the current state of the software.

The specifics of the software's state, including its health, criticality, and any other pertinent information, should be implemented in subclasses.

Returns

A dictionary containing key-value pairs representing the current state of the software.

Return type

Dict

health_state_actual: *SoftwareHealthState*

The actual health state of the software.

health_state_visible: *SoftwareHealthState*

The health state of the software visible to the red agent.

property model_computed_fields: dict[str, pydantic.fields.ComputedFieldInfo]

Get the computed fields of this model instance.

Returns:

A dictionary of computed field names and their corresponding *ComputedFieldInfo* objects.

model_config: ClassVar[ConfigDict] = {'arbitrary_types_allowed': True, 'extra': 'allow'}

Configure pydantic to allow arbitrary types and to let the instance have attributes not present in model.

classmethod model_construct(*_fields_set: set[str] | None = None, **values: Any*) → Model

Creates a new instance of the *Model* class with validated data.

Creates a new model setting `__dict__` and `__pydantic_fields_set__` from trusted or pre-validated data. Default values are respected, but no other validation is performed. Behaves as if `Config.extra = 'allow'` was set since it adds all passed values

Args:

`_fields_set`: The set of field names accepted for the Model instance. `values`: Trusted or pre-validated data dictionary.

Returns:

A new instance of the *Model* class with validated data.

model_copy(* , update: dict[str, Any] | None = None, deep: bool = False) → Model

Returns a copy of the model.

Args:

update: Values to change/add in the new model. **Note: the data is not validated** before creating the new model. You should trust this data.

deep: Set to *True* to make a deep copy of the model.

Returns:

New model instance.

model_dump(* , mode: Literal['json', 'python'] | str = 'python', include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → dict[str, Any]

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump

Generate a dictionary representation of the model, optionally specifying which fields to include or exclude.

Args:

mode: The mode in which *to_python* should run.

If mode is 'json', the dictionary will only contain JSON serializable types. If mode is 'python', the dictionary may contain any Python objects.

include: A list of fields to include in the output. **exclude:** A list of fields to exclude from the output.

by_alias: Whether to use the field's alias in the dictionary key if defined. **exclude_unset:** Whether to exclude fields that are unset or None from the output. **exclude_defaults:** Whether to exclude fields that are set to their default value from the output. **exclude_none:** Whether to exclude fields that have a value of *None* from the output. **round_trip:** Whether to enable serialization and deserialization round-trip support. **warnings:** Whether to log warnings when invalid fields are encountered.

Returns:

A dictionary representation of the model.

model_dump_json(* , indent: int | None = None, include: IncEx = None, exclude: IncEx = None, by_alias: bool = False, exclude_unset: bool = False, exclude_defaults: bool = False, exclude_none: bool = False, round_trip: bool = False, warnings: bool = True) → str

Usage docs: https://docs.pydantic.dev/dev-v2/usage/serialization/#modelmodel_dump_json

Generates a JSON representation of the model using Pydantic's *to_json* method.

Args:

indent: Indentation to use in the JSON output. If None is passed, the output will be compact. **include:** Field(s) to include in the JSON output. Can take either a string or set of strings. **exclude:** Field(s) to exclude from the JSON output. Can take either a string or set of strings. **by_alias:** Whether to serialize using field aliases. **exclude_unset:** Whether to exclude fields that have not been explicitly set. **exclude_defaults:** Whether to exclude fields that have the default value. **exclude_none:** Whether to exclude fields that have a value of *None*. **round_trip:** Whether to use serialization/deserialization between JSON and class instance. **warnings:** Whether to show any warnings that occurred during serialization.

Returns:

A JSON string representation of the model.

property model_extra: dict[str, Any] | None

Get extra fields set during validation.

Returns:

A dictionary of extra fields, or *None* if *config.extra* is not set to "allow".

```

model_fields: ClassVar[dict[str, FieldInfo]] = {'criticality':
FieldInfo(annotation=SoftwareCriticality, required=True), 'health_state_actual':
FieldInfo(annotation=SoftwareHealthState, required=True), 'health_state_visible':
FieldInfo(annotation=SoftwareHealthState, required=True), 'name':
FieldInfo(annotation=str, required=True), 'patching_count':
FieldInfo(annotation=int, required=False, default=0), 'revealed_to_red':
FieldInfo(annotation=bool, required=False, default=False), 'scanning_count':
FieldInfo(annotation=int, required=False, default=0), 'uuid':
FieldInfo(annotation=str, required=True)}

```

Metadata about the fields defined on the model, mapping of field names to [*FieldInfo*][pydantic.fields.FieldInfo].

This replaces *Model.__fields__* from Pydantic V1.

property model_fields_set: set[str]

Returns the set of fields that have been set on this model instance.

Returns:

A set of strings representing the fields that have been set,
i.e. that were not filled from defaults.

```

classmethod model_json_schema(by_alias: bool = True, ref_template: str = '#/$defs/{model}',
schema_generator: type[pydantic.json_schema.GenerateJsonSchema]
= <class 'pydantic.json_schema.GenerateJsonSchema'>, mode:
~typing.Literal['validation', 'serialization'] = 'validation') → dict[str,
Any]

```

Generates a JSON schema for a model class.

Args:

by_alias: Whether to use attribute aliases or not. *ref_template*: The reference template.
schema_generator: To override the logic used to generate the JSON schema, ass a subclass of

GenerateJsonSchema with your desired modifications

mode: The mode in which to generate the schema.

Returns:

The JSON schema for the given model class.

classmethod model_parametrized_name(params: tuple[type[Any], ...]) → str

Compute the class name for parametrizations of generic classes.

This method can be overridden to achieve a custom naming scheme for generic BaseModels.

Args:

params: Tuple of types of the class. Given a generic class

Model with 2 type variables and a concrete model *Model[str, int]*, the value (*str, int*) would be passed to *params*.

Returns:

String representing the new class where *params* are passed to *cls* as type variables.

Raises:

TypeError: Raised when trying to generate concrete names for non-generic models.

model_post_init(_BaseModel__context: Any) → None

Override this method to perform additional initialization after *__init__* and *model_construct*. This is useful if you want to do some validation that requires the entire model to be initialized.

```
classmethod model_rebuild(*, force: bool = False, raise_errors: bool = True,
                        _parent_namespace_depth: int = 2, _types_namespace: dict[str, Any] |
                        None = None) → bool | None
```

Try to rebuild the pydantic-core schema for the model.

This may be necessary when one of the annotations is a ForwardRef which could not be resolved during the initial attempt to build the schema, and automatic rebuilding fails.

Args:

force: Whether to force the rebuilding of the model schema, defaults to *False*. *raise_errors*: Whether to raise errors, defaults to *True*. *_parent_namespace_depth*: The depth level of the parent namespace, defaults to 2. *_types_namespace*: The types namespace, defaults to *None*.

Returns:

Returns *None* if the schema is already “complete” and rebuilding was not required. If rebuilding *_was_* required, returns *True* if rebuilding was successful, otherwise *False*.

```
classmethod model_validate(obj: Any, *, strict: bool | None = None, from_attributes: bool | None =
                          None, context: dict[str, Any] | None = None) → Model
```

Validate a pydantic model instance.

Args:

obj: The object to validate. *strict*: Whether to raise an exception on invalid fields. *from_attributes*: Whether to extract data from object attributes. *context*: Additional context to pass to the validator.

Raises:

ValidationError: If the object could not be validated.

Returns:

The validated model instance.

```
classmethod model_validate_json(json_data: str | bytes | bytearray, *, strict: bool | None = None,
                                context: dict[str, Any] | None = None) → Model
```

Validate the given JSON data against the Pydantic model.

Args:

json_data: The JSON data to validate. *strict*: Whether to enforce types strictly. *context*: Extra variables to pass to the validator.

Returns:

The validated Pydantic model.

Raises:

ValueError: If *json_data* is not a JSON string.

name: str

The name of the software.

patching_count: int

The count of patches applied to the software, defaults to 0.

reset_component_for_episode(episode: int)

Resets the software component for a new episode.

This method should ensure the software is ready for a new episode, including resetting any stateful properties or statistics, and clearing any message queues. The specifics of what constitutes a “reset” should be implemented in subclasses.

revealed_to_red: bool

Indicates if the software has been revealed to red agent, defaults is False.

scanning_count: int

The count of times the software has been scanned, defaults to 0.

uuid: str

The component UUID.

3.7.17.6.5.3 `primaite.simulator.system.software.SoftwareCriticality`

class `primaite.simulator.system.software.SoftwareCriticality`(*value*)

Bases: Enum

Enumeration of Software Criticality Levels.

Attributes

<i>LOWEST</i>	The lowest level of criticality.
<i>LOW</i>	A low level of criticality.
<i>MEDIUM</i>	A medium level of criticality.
<i>HIGH</i>	A high level of criticality.
<i>HIGHEST</i>	The highest level of criticality.

HIGH = 4

A high level of criticality.

HIGHEST = 5

The highest level of criticality.

LOW = 2

A low level of criticality.

LOWEST = 1

The lowest level of criticality.

MEDIUM = 3

A medium level of criticality.

3.7.17.6.5.4 `primaite.simulator.system.software.SoftwareHealthState`

class `primaite.simulator.system.software.SoftwareHealthState`(*value*)

Bases: Enum

Enumeration of the Software Health States.

Attributes

<i>GOOD</i>	The software is in a good and healthy condition.
<i>COMPROMISED</i>	The software's security has been compromised.
<i>OVERWHELMED</i>	he software is overwhelmed and not functioning properly.
<i>PATCHING</i>	The software is undergoing patching or updates.

COMPROMISED = 2

The software's security has been compromised.

GOOD = 1

The software is in a good and healthy condition.

OVERWHELMED = 3

he software is overwhelmed and not functioning properly.

PATCHING = 4

The software is undergoing patching or updates.

3.7.17.6.5.5 primaite.simulator.system.software.SoftwareType

class `primaite.simulator.system.software.SoftwareType`(*value*)

Bases: Enum

An enumeration representing the different types of software within a simulated environment.

Members: - **APPLICATION**: User-facing programs that may perform input/output operations. - **SERVICE**: Represents programs that run in the background and may perform input/output operations. - **PROCESS**: Software executed by a Node that does not have the ability to performing input/output operations.

Attributes

<i>APPLICATION</i>	User-facing software that may perform input/output operations.
<i>SERVICE</i>	Software that runs in the background and may perform input/output operations.
<i>PROCESS</i>	Software executed by a Node that does not have the ability to performing input/output operations.

APPLICATION = 1

User-facing software that may perform input/output operations.

PROCESS = 3

Software executed by a Node that does not have the ability to performing input/output operations.

SERVICE = 2

Software that runs in the background and may perform input/output operations.

3.7.18 `primaite.transactions`

Record data of the system’s state and agent’s observations and actions.

<code>primaite.transactions.transaction</code>	The Transaction class.
--	------------------------

3.7.18.1 `primaite.transactions.transaction`

The Transaction class.

Classes

<code>Transaction</code>	Transaction class.
--------------------------	--------------------

3.7.18.1.1 `primaite.transactions.transaction.Transaction`

class `primaite.transactions.transaction.Transaction`(*agent_identifier*: `AgentIdentifier`,
episode_number: `int`, *step_number*: `int`)

Bases: `object`

Transaction class.

Methods

<code>as_csv_data</code>	Converts the Transaction to a csv data row and provides a header.
--------------------------	---

Attributes

<code>timestamp</code>	The datetime of the transaction
<code>agent_identifier</code>	The agent identifier
<code>episode_number</code>	The episode number
<code>step_number</code>	The step number
<code>obs_space</code>	The observation space (pre)
<code>obs_space_pre</code>	The observation space before any actions are taken
<code>obs_space_post</code>	The observation space after any actions are taken
<code>reward</code>	The reward value
<code>action_space</code>	The action space invoked by the agent
<code>obs_space_description</code>	The env observation space description

`__init__`(*agent_identifier*: `AgentIdentifier`, *episode_number*: `int`, *step_number*: `int`) → `None`

Transaction constructor.

Parameters

- **`agent_identifier`** – An identifier for the agent in use

- **episode_number** – The episode number
- **step_number** – The step number

action_space: `int | None`

The action space invoked by the agent

agent_identifier: *AgentIdentifier*

The agent identifier

as_csv_data() → `Tuple[List, List]`

Converts the Transaction to a csv data row and provides a header.

Returns

A tuple consisting of (header, data).

episode_number: `int`

The episode number

obs_space: `spaces.Space`

The observation space (pre)

obs_space_description: `List[str] | None`

The env observation space description

obs_space_post: `'np.ndarray' | Tuple['np.ndarray'] | None`

The observation space after any actions are taken

obs_space_pre: `'np.ndarray' | Tuple['np.ndarray'] | None`

The observation space before any actions are taken

reward: `float | None`

The reward value

step_number: `int`

The step number

timestamp: `datetime`

The datetime of the transaction

3.7.19 `primaite.utils`

Utilities for PrimAITE.

`primaite.utils.package_data`

`primaite.utils.session_metadata_parser`

`primaite.utils.session_output_reader`

`primaite.utils.session_output_writer`

3.7.19.1 `primaite.utils.package_data`

Functions

`get_file_path`Get PrimAITE package data.

3.7.19.1.1 `primaite.utils.package_data.get_file_path`

`primaite.utils.package_data.get_file_path(path: str) → Path`

Get PrimAITE package data.

Example

```
>>> from primaite.utils.package_data import get_file_path
>>> main_env_config = get_file_path("config/_package_data/training_config_main.yaml
↪")
```

Parameters

path – The path from the primaite root.

Returns

The file path of the package data file.

Raises

FileNotFoundError – When the filepath does not exist.

3.7.19.2 `primaite.utils.session_metadata_parser`

Functions

`parse_session_metadata`Loads a session metadata from the given directory path.

3.7.19.2.1 `primaite.utils.session_metadata_parser.parse_session_metadata`

`primaite.utils.session_metadata_parser.parse_session_metadata(session_path: Path | str, dict_only: bool = False) → Dict[str, Any]`

Loads a session metadata from the given directory path.

Parameters

- **session_path** – Directory where the session metadata file is in
- **dict_only** – If `dict_only` is true, the function will only return the dict contents of session metadata

Returns

Dictionary which has all the session metadata contents

Return type

Dict

Returns

Path where the YAML copy of the training config is dumped into

Return type

str

Returns

Path where the YAML copy of the laydown config is dumped into

Return type

str

3.7.19.3 `primaite.utils.session_output_reader`

Functions

<code>all_transactions_dict</code>	Read an all transactions csv file and return as a dict.
<code>av_rewards_dict</code>	Read an average rewards per episode csv file and return as a dict.

3.7.19.3.1 `primaite.utils.session_output_reader.all_transactions_dict`

`primaite.utils.session_output_reader.all_transactions_dict`(*all_transactions_csv_file*: str | Path) → Dict[Tuple[int, int], Dict[str, Any]]

Read an all transactions csv file and return as a dict.

The dict keys are a tuple with the structure (episode, step). The dict values are the remaining columns as a dict.

Parameters

all_transactions_csv_file – The all transactions csv file path.

Returns

The all transactions csv file as a dict.

3.7.19.3.2 `primaite.utils.session_output_reader.av_rewards_dict`

`primaite.utils.session_output_reader.av_rewards_dict`(*av_rewards_csv_file*: str | Path) → Dict[int, float]

Read an average rewards per episode csv file and return as a dict.

The dictionary keys are the episode number, and the values are the mean reward that episode.

Parameters

av_rewards_csv_file – The average rewards per episode csv file path.

Returns

The average rewards per episode csv as a dict.

3.7.19.4 `primaite.utils.session_output_writer`

Classes

<code>SessionOutputWriter</code>	A session output writer class.
----------------------------------	--------------------------------

3.7.19.4.1 `primaite.utils.session_output_writer.SessionOutputWriter`

class `primaite.utils.session_output_writer.SessionOutputWriter`(*env*: `Primaite`, *transaction_writer*: `bool = False`, *learning_session*: `bool = True`)

Bases: `object`

A session output writer class.

Is used to write session outputs to csv file.

Methods

<code>close</code>	Close the cvs file.
<code>write</code>	Write a row of session data.

__init__(*env*: `Primaite`, *transaction_writer*: `bool = False`, *learning_session*: `bool = True`) → `None`

Initialise the Session Output Writer.

Parameters

- **env** (`Primaite`) – PrimAITE gym environment.
- **transaction_writer** (`bool`, *optional*) – If `true`, this will output a full account of every transaction taken by the agent. If `false` it will output the average reward per episode, defaults to `False`
- **learning_session** (`bool`, *optional*) – Set to `true` to indicate that the current session is a training session. This determines the name of the folder which contains the final output csv. Defaults to `True`

close() → `None`

Close the cvs file.

write(*data*: `Tuple` | `Transaction`) → `None`

Write a row of session data.

Parameters

data – The row of data to write. Can be a `Tuple` or an instance of `Transaction`.

3.8 tests

Module attributes

<code>TEST_CONFIG_ROOT</code>	The tests config root directory.
<code>TEST_ASSETS_ROOT</code>	The tests assets root directory.

3.8.1 tests.TEST_CONFIG_ROOT

`tests.TEST_CONFIG_ROOT: Final[Path] = WindowsPath('C:/Users/ChristopherMcCarthy/source/azure_devops/ma-dev-uk/PrimAITE/tests/config')`

The tests config root directory.

3.8.2 tests.TEST_ASSETS_ROOT

`tests.TEST_ASSETS_ROOT: Final[Path] = WindowsPath('C:/Users/ChristopherMcCarthy/source/azure_devops/ma-dev-uk/PrimAITE/tests/assets')`

The tests assets root directory.

<code>tests.conftest</code>	
<code>tests.integration_tests</code>	
<code>tests.mock_and_patch</code>	
<code>tests.test_acl</code>	Used to tes the ACL functions.
<code>tests.test_active_node</code>	Used to test Active Node functions.
<code>tests.test_full_legacy_config_session</code>	
<code>tests.test_lay_down_config</code>	
<code>tests.test_observation_space</code>	Test env creation and behaviour with different observation spaces.
<code>tests.test_primaite_session</code>	
<code>tests.test_red_random_agent_behaviour</code>	
<code>tests.test_resetting_node</code>	Used to test Active Node functions.
<code>tests.test_reward</code>	
<code>tests.test_seeding_and_deterministic_sessior</code>	
<code>tests.test_service_node</code>	Used to test Service Node functions.
<code>tests.test_session_loading</code>	
<code>tests.test_single_action_space</code>	
<code>tests.test_train_eval_episode_steps</code>	
<code>tests.test_training_config</code>	
<code>tests.unit_tests</code>	

3.8.3 tests.conftest

Functions

<code>temp_primaite_session</code>	Provides a temporary PrimaiteSession instance.
<code>temp_session_path</code>	Get a temp directory session path the test session will output to.

3.8.3.1 tests.conftest.temp_primaite_session

`tests.conftest.temp_primaite_session(request)`

Provides a temporary PrimaiteSession instance.

It's temporary as it uses a temporary directory as the session path.

To use this fixture you need to:

- parametrize your test function with:
 - “temp_primaite_session”
 - [[path to training config, path to lay down config]]
- Include the temp_primaite_session fixture as a param in your test

function. - use the temp_primaite_session as a context manager assigning is the name ‘session’.

```

from primaite.config.lay_down_config import dos_very_basic_config_path
from primaite.config.training_config import main_training_config_path
@pytest.mark.parametrize(
    "temp_primaite_session",
    [
        [main_training_config_path(), dos_very_basic_config_path()]
    ],
    indirect=True
)
def test_primaite_session(temp_primaite_session):
    with temp_primaite_session as session:
        # Learning outputs are saved in session.learning_path
        session.learn()

        # Evaluation outputs are saved in session.evaluation_path
        session.evaluate()

        # To ensure that all files are written, you must call .close()
        session.close()

        # If you need to inspect any session outputs, it must be done
        # inside the context manager

        # Now that we've exited the context manager, the
        # session.session_path directory and its contents are deleted
    
```

3.8.3.2 tests.conftest.temp_session_path

`tests.conftest.temp_session_path()` → Path

Get a temp directory session path the test session will output to.

Returns

The session directory path.

Classes

<i>TempPrimaiteSession</i>	A temporary PrimaiteSession class.
----------------------------	------------------------------------

3.8.3.3 tests.conftest.TempPrimaiteSession

class tests.conftest.TempPrimaiteSession(*training_config_path: str | Path, lay_down_config_path: str | Path*)

Bases: *PrimaiteSession*

A temporary PrimaiteSession class.

Uses context manager for deletion of files upon exit.

Methods

<i>close</i>	Closes the agent.
<i>eval_all_transactions_dict</i>	Get the eval all transactions from file.
<i>eval_av_reward_per_episode_dict</i>	Get the eval av reward per episode from file.
<i>evaluate</i>	Evaluate the agent.
<i>learn</i>	Train the agent.
<i>learn_all_transactions_dict</i>	Get the learn all transactions from file.
<i>learn_av_reward_per_episode_dict</i>	Get the learn av reward per episode from file.
<i>metadata_file_as_dict</i>	Read the session_metadata.json file and return as a dict.
<i>setup</i>	Performs the session setup.

Attributes

<i>env</i>	Direct access to the env for ease of testing.
------------	---

__init__(*training_config_path: str | Path, lay_down_config_path: str | Path*)

The PrimaiteSession constructor.

Parameters

- **training_config_path** (*Union[path, str]*) – YAML file containing configurable items defined in *primaite.config.training_config.TrainingConfig*
- **lay_down_config_path** (*Union[path, str]*) – YAML file containing configurable items for generating network laydown.
- **session_path** – directory path of the session to load
- **legacy_training_config** – True if the training config file is a legacy file from PrimAITE < 2.0, otherwise False.
- **legacy_lay_down_config** – True if the lay_down config file is a legacy file from PrimAITE < 2.0, otherwise False.

close() → None

Closes the agent.

property env: *Primaite*

Direct access to the env for ease of testing.

eval_all_transactions_dict() → Dict[Tuple[int, int], Dict[str, Any]]

Get the eval all transactions from file.

eval_av_reward_per_episode_dict() → Dict[int, float]

Get the eval av reward per episode from file.

evaluate(kwargs: Any)** → None

Evaluate the agent.

Parameters

kwargs – Any agent-framework specific key word args.

learn(kwargs: Any)** → None

Train the agent.

Parameters

kwargs – Any agent-framework specific key word args.

learn_all_transactions_dict() → Dict[Tuple[int, int], Dict[str, Any]]

Get the learn all transactions from file.

learn_av_reward_per_episode_dict() → Dict[int, float]

Get the learn av reward per episode from file.

metadata_file_as_dict() → Dict[str, Any]

Read the session_metadata.json file and return as a dict.

setup() → None

Performs the session setup.

3.8.4 tests.integration_tests

tests.integration_tests.component_creation

tests.integration_tests.network

3.8.4.1 tests.integration_tests.component_creation

*tests.integration_tests.
component_creation.test_permission_system*

3.8.4.1.1 tests.integration_tests.component_creation.test_permission_system

Functions

<code>test_group_action_validation</code>	Check that actions are denied when an unauthorised request is made.
<code>test_hierarchical_action_with_validation</code>	Check that validation works with sub-objects.

3.8.4.1.1.1 tests.integration_tests.component_creation.test_permission_system.test_group_action_validation

`tests.integration_tests.component_creation.test_permission_system.test_group_action_validation()`
 →
 None

Check that actions are denied when an unauthorised request is made.

This test checks the integration between SimComponent and the permissions validation system. First, we create a basic node and folder class. We configure the node so that only admins can create a folder. Then, we try to create a folder as both an admin user and a non-admin user.

3.8.4.1.1.2 tests.integration_tests.component_creation.test_permission_system.test_hierarchical_action_with_val

`tests.integration_tests.component_creation.test_permission_system.test_hierarchical_action_with_validation()`

Check that validation works with sub-objects.

This test creates a parent object (Node) and a child object (Application) which both accept actions. The node allows action passthrough to applications. The purpose of this test is to check that after an action is passed through to a child object, that the permission system still works as intended.

3.8.4.2 tests.integration_tests.network

<code>tests.integration_tests.network.test_frame_transmission</code>
<code>tests.integration_tests.network.test_link_connection</code>
<code>tests.integration_tests.network.test_nic_link_connection</code>

3.8.4.2.1 tests.integration_tests.network.test_frame_transmission

Functions

<code>test_multi_nic</code>	Tests that Nodes with multiple NICs can ping each other and the data go across the correct links.
<code>test_node_to_node_ping</code>	Tests two Nodes are able to ping each other.
<code>test_switched_network</code>	Tests a larges network of Nodes and Switches with one node pinging another.

3.8.4.2.1.1 tests.integration_tests.network.test_frame_transmission.test_multi_nic

`tests.integration_tests.network.test_frame_transmission.test_multi_nic()`

Tests that Nodes with multiple NICs can ping each other and the data go across the correct links.

3.8.4.2.1.2 tests.integration_tests.network.test_frame_transmission.test_node_to_node_ping

`tests.integration_tests.network.test_frame_transmission.test_node_to_node_ping()`

Tests two Nodes are able to ping each other.

3.8.4.2.1.3 tests.integration_tests.network.test_frame_transmission.test_switched_network

`tests.integration_tests.network.test_frame_transmission.test_switched_network()`

Tests a larges network of Nodes and Switches with one node pinging another.

3.8.4.2.2 tests.integration_tests.network.test_link_connection

Functions

<code>test_link_up</code>	Tests Nodes, NICs, and Links can all be connected and be in an enabled/up state.
---------------------------	--

3.8.4.2.2.1 tests.integration_tests.network.test_link_connection.test_link_up

`tests.integration_tests.network.test_link_connection.test_link_up()`

Tests Nodes, NICs, and Links can all be connected and be in an enabled/up state.

3.8.4.2.3 tests.integration_tests.network.test_nic_link_connection

Functions

`test_link_fails_with_same_nic`

Tests Link creation fails with endpoint_a and endpoint_b are the same NIC.

3.8.4.2.3.1 tests.integration_tests.network.test_nic_link_connection.test_link_fails_with_same_nic

`tests.integration_tests.network.test_nic_link_connection.test_link_fails_with_same_nic()`

Tests Link creation fails with endpoint_a and endpoint_b are the same NIC.

3.8.5 tests.mock_and_patch

`tests.mock_and_patch.get_session_path_mock`

3.8.5.1 tests.mock_and_patch.get_session_path_mock

Functions

`get_temp_session_path`

Get a temp directory session path the test session will output to.

3.8.5.1.1 tests.mock_and_patch.get_session_path_mock.get_temp_session_path

`tests.mock_and_patch.get_session_path_mock.get_temp_session_path(session_timestamp: datetime)`
→ Path

Get a temp directory session path the test session will output to.

Parameters

session_timestamp – This is the datetime that the session started.

Returns

The session directory path.

3.8.6 tests.test_acl

Used to tes the ACL functions.

Functions

<code>test_acl_address_match_1</code>	Test that matching IP addresses produce True.
<code>test_acl_address_match_2</code>	Test that mismatching IP addresses produce False.
<code>test_acl_address_match_3</code>	Test the ANY condition for source IP addresses produce True.
<code>test_acl_address_match_4</code>	Test the ANY condition for dest IP addresses produce True.
<code>test_check_acl_block_affirmative</code>	Test the block function (affirmative).
<code>test_check_acl_block_negative</code>	Test the block function (negative).
<code>test_delete_rule</code>	Adds 3 rules and deletes 1 rule and checks its deletion.
<code>test_rule_hash</code>	Test the rule hash.

3.8.6.1 tests.test_acl.test_acl_address_match_1

`tests.test_acl.test_acl_address_match_1()`

Test that matching IP addresses produce True.

3.8.6.2 tests.test_acl.test_acl_address_match_2

`tests.test_acl.test_acl_address_match_2()`

Test that mismatching IP addresses produce False.

3.8.6.3 tests.test_acl.test_acl_address_match_3

`tests.test_acl.test_acl_address_match_3()`

Test the ANY condition for source IP addresses produce True.

3.8.6.4 tests.test_acl.test_acl_address_match_4

`tests.test_acl.test_acl_address_match_4()`

Test the ANY condition for dest IP addresses produce True.

3.8.6.5 tests.test_acl.test_check_acl_block_affirmative

`tests.test_acl.test_check_acl_block_affirmative()`

Test the block function (affirmative).

3.8.6.6 tests.test_acl.test_check_acl_block_negative

`tests.test_acl.test_check_acl_block_negative()`
 Test the block function (negative).

3.8.6.7 tests.test_acl.test_delete_rule

`tests.test_acl.test_delete_rule()`
 Adds 3 rules and deletes 1 rule and checks its deletion.

3.8.6.8 tests.test_acl.test_rule_hash

`tests.test_acl.test_rule_hash()`
 Test the rule hash.

3.8.7 tests.test_active_node

Used to test Active Node functions.

Functions

<code>test_file_system_change</code>	Test that a node cannot change its file system state when its hardware state is ON.
<code>test_file_system_change_if_not_compromised</code>	Test that a node cannot change its file system state.
<code>test_os_state_change</code>	Test that a node cannot change its Software State.
<code>test_os_state_change_if_not_compromised</code>	Test that a node cannot change its Software State.

3.8.7.1 tests.test_active_node.test_file_system_change

`tests.test_active_node.test_file_system_change(operating_state, expected_state)`
 Test that a node cannot change its file system state when its hardware state is ON.

3.8.7.2 tests.test_active_node.test_file_system_change_if_not_compromised

`tests.test_active_node.test_file_system_change_if_not_compromised(operating_state, expected_state)`

Test that a node cannot change its file system state.
 If not compromised) when its hardware state is OFF.

3.8.7.3 tests.test_active_node.test_os_state_change

tests.test_active_node.test_os_state_change(*operating_state*, *expected_state*)

Test that a node cannot change its Software State.

When its hardware state is OFF.

3.8.7.4 tests.test_active_node.test_os_state_change_if_not_compromised

tests.test_active_node.test_os_state_change_if_not_compromised(*operating_state*, *expected_state*)

Test that a node cannot change its Software State.

If not compromised) when its hardware state is OFF.

3.8.8 tests.test_full_legacy_config_session

Functions

<i>test_legacy_training_config_run_session</i>	Tests using legacy training and lay down config files in PrimAITE session end-to-end.
--	---

3.8.8.1 tests.test_full_legacy_config_session.test_legacy_training_config_run_session

tests.test_full_legacy_config_session.test_legacy_training_config_run_session(*legacy_file*)

Tests using legacy training and lay down config files in PrimAITE session end-to-end.

3.8.9 tests.test_lay_down_config

Functions

<i>test_legacy_lay_down_config_load</i>	Tests converting legacy lay down files into the new format.
---	---

3.8.9.1 tests.test_lay_down_config.test_legacy_lay_down_config_load

tests.test_lay_down_config.test_legacy_lay_down_config_load(*legacy_file*, *new_path*)

Tests converting legacy lay down files into the new format.

3.8.10 tests.test_observation_space

Test env creation and behaviour with different observation spaces.

Functions

<code>test_default_obs_space</code>	Create environment with no obs space defined in config and check that the default obs space was created.
<code>test_registering_components</code>	Test registering and deregistering a component.

3.8.10.1 tests.test_observation_space.test_default_obs_space

`tests.test_observation_space.test_default_obs_space(temp_primaite_session)`

Create environment with no obs space defined in config and check that the default obs space was created.

3.8.10.2 tests.test_observation_space.test_registering_components

`tests.test_observation_space.test_registering_components(temp_primaite_session)`

Test registering and deregistering a component.

Classes

<code>TestAccessControllist</code>	Test the AccessControllist observation component (in isolation).
<code>TestLinkTrafficLevels</code>	Test the LinkTrafficLevels observation component (in isolation).
<code>TestNodeLinkTable</code>	Test the NodeLinkTable observation component (in isolation).
<code>TestNodeStatuses</code>	Test the NodeStatuses observation component (in isolation).

3.8.10.3 tests.test_observation_space.TestAccessControllist

`class tests.test_observation_space.TestAccessControllist`

Bases: object

Test the AccessControllist observation component (in isolation).

Methods

<code>test_obs_shape</code>	Try creating env with MultiDiscrete observation space.
<code>test_observation_space_with_different_pos</code>	Test observation space is what is expected when an agent adds ACLs during an episode.
<code>test_observation_space_with_implicit_rule</code>	Test observation space is what is expected when an agent adds ACLs during an episode.
<code>test_values</code>	Test that traffic values are encoded correctly.

Attributes

<code>pytestmark</code>

`test_obs_shape(temp_primaite_session)`

Try creating env with MultiDiscrete observation space.

The laydown has 3 ACL Rules - that is the maximum_acl_rules it can have. Each ACL Rule in the observation space has 6 different elements:

$$6 * 3 = 18$$

`test_observation_space_with_different_positions(temp_primaite_session)`

Test observation space is what is expected when an agent adds ACLs during an episode.

At the start of the episode, there is a single implicit DENY rule In the observation space IMPLICIT DENY: 1,1,1,1,1,0 0 shows the rule is the start (when episode began no other rules were created) so this is correct.

On Step 2, there is an ACL rule added at Position 1: 2,2,3,2,3,1

On Step 4 there is a second ACL rule added at Position 0: 2,4,2,3,3,0

The final observation space should be this:

[2, 4, 2, 3, 3, 0, 2, 2, 3, 2, 3, 1, 1, 1, 1, 1, 1, 2]

The ACL Rule from Step 2 is added before and has a LOWER position than the ACL rule from Step 4 but both come before the IMPLICIT DENY which will ALWAYS be at the end of the ACL List.

`test_observation_space_with_implicit_rule(temp_primaite_session)`

Test observation space is what is expected when an agent adds ACLs during an episode.

At the start of the episode, there is a single implicit DENY rule In the observation space IMPLICIT DENY: 1,1,1,1,1,0 0 shows the rule is the start (when episode began no other rules were created) so this is correct.

On Step 2, there is an ACL rule added at Position 0: 2,2,3,2,3,0

On Step 4, there is a second ACL rule added at POSITION 1: 2,4,2,3,3,1

The final observation space should be this:

[2, 2, 3, 2, 3, 0, 2, 4, 2, 3, 3, 1, 1, 1, 1, 1, 1, 2]

The ACL Rule from Step 2 is added first and has a HIGHER position than the ACL rule from Step 4 but both come before the IMPLICIT DENY which will ALWAYS be at the end of the ACL List.

test_values(*temp_primaite_session*)

Test that traffic values are encoded correctly.

The laydown has:

- one ACL IMPLICIT DENY rule

Therefore, the ACL is full of NAs aka zeros and just 6 non-zero elements representing DENY ANY ANY ANY at Position 2.

3.8.10.4 tests.test_observation_space.TestLinkTrafficLevels

class tests.test_observation_space.TestLinkTrafficLevels

Bases: object

Test the LinkTrafficLevels observation component (in isolation).

Methods

<i>test_obs_shape</i>	Try creating env with MultiDiscrete observation space.
<i>test_values</i>	Test that traffic values are encoded correctly.

Attributes

pytestmark

test_obs_shape(*temp_primaite_session*)

Try creating env with MultiDiscrete observation space.

test_values(*temp_primaite_session*)

Test that traffic values are encoded correctly.

The laydown has:

- two services
- three nodes
- two links
- an IER trying to send 999 bits of data over both links the whole time (via the first service)
- link bandwidth of 1000, therefore the utilisation is 99.9%

3.8.10.5 tests.test_observation_space.TestNodeLinkTable

class tests.test_observation_space.TestNodeLinkTable

Bases: object

Test the NodeLinkTable observation component (in isolation).

Methods

<code>test_obs_shape</code>	Try creating env with box observation space.
<code>test_value</code>	Test that the observation is generated correctly.

Attributes

pytestmark

test_obs_shape(*temp_primaite_session*)

Try creating env with box observation space.

test_value(*temp_primaite_session*)

Test that the observation is generated correctly.

The laydown has:

- 3 nodes (2 service nodes and 1 active node)
- 2 services
- 2 links

Both nodes have both services, and all states are GOOD, therefore the expected observation value is:

- **Node 1:**
 - 1 (id)
 - 1 (good hardware state)
 - 3 (compromised OS state)
 - 1 (good file system state)
 - 1 (good TCP state)
 - 1 (good UDP state)
- **Node 2:**
 - 2 (id)
 - 1 (good hardware state)
 - 1 (good OS state)
 - 1 (good file system state)
 - 1 (good TCP state)

- 4 (overwhelmed UDP state)
- **Node 3 (active node):**
 - 3 (id)
 - 1 (good hardware state)
 - 1 (good OS state)
 - 1 (good file system state)
 - 0 (doesn't have service1)
 - 0 (doesn't have service2)
- **Link 1:**
 - 4 (id)
 - 0 (n/a hardware state)
 - 0 (n/a OS state)
 - 0 (n/a file system state)
 - 999 (999 traffic for service1)
 - 0 (no traffic for service2)
- **Link 2:**
 - 5 (id)
 - 0 (good hardware state)
 - 0 (good OS state)
 - 0 (good file system state)
 - 999 (999 traffic service1)
 - 0 (no traffic for service2)

3.8.10.6 tests.test_observation_space.TestNodeStatuses

class tests.test_observation_space.TestNodeStatuses

Bases: object

Test the NodeStatuses observation component (in isolation).

Methods

<code>test_obs_shape</code>	Try creating env with NodeStatuses as the only component.
<code>test_values</code>	Test that the hardware and software states are encoded correctly.

Attributes

pytestmark

test_obs_shape(*temp_primaite_session*)

Try creating env with NodeStatuses as the only component.

test_values(*temp_primaite_session*)

Test that the hardware and software states are encoded correctly.

The laydown has:

- one node with a compromised operating system state
- one node with two services, and the second service is overwhelmed.
- all other states are good or null

Therefore, the expected state is:

- **node 1:**
 - hardware = good (1)
 - OS = compromised (3)
 - file system = good (1)
 - service 1 = good (1)
 - service 2 = good (1)
- **node 2:**
 - hardware = good (1)
 - OS = good (1)
 - file system = good (1)
 - service 1 = good (1)
 - service 2 = overwhelmed (4)
- **node 3 (switch):**
 - hardware = good (1)
 - OS = good (1)
 - file system = good (1)
 - service 1 = n/a (0)
 - service 2 = n/a (0)

3.8.11 tests.test_primaite_session

Functions

<code>test_primaite_session</code>	Tests the PrimaiteSession class and all of its outputs.
------------------------------------	---

3.8.11.1 tests.test_primaite_session.test_primaite_session

`tests.test_primaite_session.test_primaite_session(temp_primaite_session)`

Tests the PrimaiteSession class and all of its outputs.

This test runs for both a Stable Baselines3 agent, and a Ray RLlib agent.

3.8.12 tests.test_red_random_agent_behaviour

Functions

<code>test_random_red_agent_behaviour</code>	Test that red agent POL is randomised each episode.
--	---

3.8.12.1 tests.test_red_random_agent_behaviour.test_random_red_agent_behaviour

`tests.test_red_random_agent_behaviour.test_random_red_agent_behaviour(temp_primaite_session)`

Test that red agent POL is randomised each episode.

3.8.13 tests.test_resetting_node

Used to test Active Node functions.

Functions

<code>test_node_boots_correctly</code>	Tests that a node boots correctly.
<code>test_node_resets_correctly</code>	Tests that a node resets correctly.
<code>test_node_shutdown_correctly</code>	Tests that a node shutdown correctly.

3.8.13.1 tests.test_resetting_node.test_node_boots_correctly

`tests.test_resetting_node.test_node_boots_correctly(operating_state, expected_operating_state)`

Tests that a node boots correctly.

3.8.13.2 tests.test_resetting_node.test_node_resets_correctly

`tests.test_resetting_node.test_node_resets_correctly(starting_operating_state, expected_operating_state)`

Tests that a node resets correctly.

3.8.13.3 tests.test_resetting_node.test_node_shutdown_correctly

`tests.test_resetting_node.test_node_shutdown_correctly(operating_state, expected_operating_state)`

Tests that a node shutdown correctly.

3.8.14 tests.test_reward

Functions

`test_rewards_are_being_penalised_at_each_step` Test that hardware state is penalised at each step.

3.8.14.1 tests.test_reward.test_rewards_are_being_penalised_at_each_step_function

`tests.test_reward.test_rewards_are_being_penalised_at_each_step_function(temp_primaite_session)`

Test that hardware state is penalised at each step.

When the initial state is OFF compared to reference state which is ON.

The config 'one_node_states_on_off_lay_down_config.yaml' has 15 steps:

On different steps, the laydown config has Pattern of Life (PoLs) which change a state of the node's attribute. For example, turning the nodes' file system state to CORRUPT from its original state GOOD. As a result these are the following rewards are activated:

File System State: corrupt_should_be_good = $-10 * 2$ (on Steps 1 & 2) Hardware State: off_should_be_on = $-10 * 2$ (on Steps 4 & 5) Service State: compromised_should_be_good = $-20 * 2$ (on Steps 7 & 8) Software State: compromised_should_be_good = $-20 * 2$ (on Steps 10 & 11)

The Pattern of Life (PoLs) last for 2 steps, so the agent is penalised twice.

Note: This test run inherits from confest.py where the PrimAITE environment is ran and the blue agent is hard-coded to do NOTHING on every step. We use Pattern of Lifes (PoLs) to change the nodes states and display that the agent is being penalised on all steps where the live network node differs from the network reference node.

Total Reward: $-10 + -10 + -10 + -10 + -20 + -20 + -20 + -20 = -120$ Step Count: 15

For the 4 steps where this occurs the average reward is:

Average Reward: $-8 (-120 / 15)$

3.8.15 tests.test_seeding_and_deterministic_session

Functions

<code>test_deterministic_evaluation</code>	Test running deterministic evaluation gives same av erward per episode.
<code>test_seeded_learning</code>	Test running seeded learning produces the same output when ran twice.

3.8.15.1 tests.test_seeding_and_deterministic_session.test_deterministic_evaluation

`tests.test_seeding_and_deterministic_session.test_deterministic_evaluation(temp_primaite_session)`

Test running deterministic evaluation gives same av erward per episode.

3.8.15.2 tests.test_seeding_and_deterministic_session.test_seeded_learning

`tests.test_seeding_and_deterministic_session.test_seeded_learning(temp_primaite_session)`

Test running seeded learning produces the same output when ran twice.

Note: If this is failing, the hard-coded `expected_mean_reward_per_episode` from a pre-trained agent will probably need to be updated. If the env changes and those changed how this agent is trained, chances are the mean rewards are going to be different.

Run the test, but print out the `session.learn_av_reward_per_episode()` before comparing it. Then copy the printed dict and replace the `expected_mean_reward_per_episode` with those values. The test should now work. If not, then you've got a bug :).

3.8.16 tests.test_service_node

Used to test Service Node functions.

Functions

<code>test_service_state_change</code>	Test that a node cannot change the state of a running service.
<code>test_service_state_change_if_not_comprised</code>	Test that a node cannot change the state of a running service.

3.8.16.1 tests.test_service_node.test_service_state_change

`tests.test_service_node.test_service_state_change(operating_state, expected_state)`

Test that a node cannot change the state of a running service.

When its hardware state is OFF.

3.8.16.2 tests.test_service_node.test_service_state_change_if_not_comprised

`tests.test_service_node.test_service_state_change_if_not_comprised(operating_state, expected_state)`

Test that a node cannot change the state of a running service.

If not compromised when its hardware state is ON.

3.8.17 tests.test_session_loading

Functions

<code>copy_session_asset</code>	Copies the asset into a temporary test folder.
<code>test_cli</code>	Test loading session via CLI.
<code>test_load_primaite_session</code>	Test that loading a Primaite session works.
<code>test_load_sb3_session</code>	Test that loading an SB3 agent works.
<code>test_run_loading</code>	Test loading session via main.run.

3.8.17.1 tests.test_session_loading.copy_session_asset

`tests.test_session_loading.copy_session_asset(asset_path: str | Path) → str`

Copies the asset into a temporary test folder.

3.8.17.2 tests.test_session_loading.test_cli

`tests.test_session_loading.test_cli()`

Test loading session via CLI.

3.8.17.3 tests.test_session_loading.test_load_primaite_session

`tests.test_session_loading.test_load_primaite_session()`

Test that loading a Primaite session works.

3.8.17.4 tests.test_session_loading.test_load_sb3_session

tests.test_session_loading.test_load_sb3_session()

Test that loading an SB3 agent works.

3.8.17.5 tests.test_session_loading.test_run_loading

tests.test_session_loading.test_run_loading()

Test loading session via main.run.

3.8.18 tests.test_single_action_space

Functions

<i>run_generic_set_actions</i>	Run against a generic agent with specified blue agent actions.
<i>test_agent_is_executing_actions_from_both_spaces</i>	Test to ensure the blue agent is carrying out both kinds of operations (NODE & ACL).
<i>test_single_action_space_is_valid</i>	Test single action space is valid.

3.8.18.1 tests.test_single_action_space.run_generic_set_actions

tests.test_single_action_space.run_generic_set_actions(*env*: Primaiter)

Run against a generic agent with specified blue agent actions.

3.8.18.2 tests.test_single_action_space.test_agent_is_executing_actions_from_both_spaces

tests.test_single_action_space.test_agent_is_executing_actions_from_both_spaces(*temp_primaite_session*)

Test to ensure the blue agent is carrying out both kinds of operations (NODE & ACL).

3.8.18.3 tests.test_single_action_space.test_single_action_space_is_valid

tests.test_single_action_space.test_single_action_space_is_valid(*temp_primaite_session*)

Test single action space is valid.

3.8.19 tests.test_train_eval_episode_steps

Functions

<i>test_eval_steps_differ_from_training</i>	Uses PrimaiterSession class to compare number of episodes used for training and evaluation.
---	---

3.8.19.1 tests.test_train_eval_episode_steps.test_eval_steps_differ_from_training

`tests.test_train_eval_episode_steps.test_eval_steps_differ_from_training(temp_primaite_session)`

Uses PrimaiteSession class to compare number of episodes used for training and evaluation.

Train_episode_step.yaml main config:

num_train_steps = 25 num_train_episodes = 3 num_eval_steps = 17 num_eval_episodes = 1

3.8.20 tests.test_training_config

Functions

<code>test_create_config_values_main_from_file</code>	Tests creating an instance of TrainingConfig from file.
<code>test_create_config_values_main_from_legacy_file</code>	Tests creating an instance of TrainingConfig from legacy file.
<code>test_legacy_lay_down_config_yaml_conversion</code>	Tests the conversion of legacy lay down config files.

3.8.20.1 tests.test_training_config.test_create_config_values_main_from_file

`tests.test_training_config.test_create_config_values_main_from_file()`

Tests creating an instance of TrainingConfig from file.

3.8.20.2 tests.test_training_config.test_create_config_values_main_from_legacy_file

`tests.test_training_config.test_create_config_values_main_from_legacy_file()`

Tests creating an instance of TrainingConfig from legacy file.

3.8.20.3 tests.test_training_config.test_legacy_lay_down_config_yaml_conversion

`tests.test_training_config.test_legacy_lay_down_config_yaml_conversion()`

Tests the conversion of legacy lay down config files.

3.8.21 tests.unit_tests

3.9 Dependencies

3.9.1 PrimAITE Dependencies

Name	Version	License
Babel	2.12.1	BSD License
GPUtil	1.4.0	MIT
Jinja2	3.1.2	BSD License
Markdown	3.4.4	BSD License
MarkupSafe	2.1.3	BSD License
Pillow	10.0.0	Historical Permission Notice and Disclaimer (HPND)

Table 13 – continued from previous

PyLaTeX	1.4.1	MIT License
PyWavelets	1.4.1	MIT License
PyYAML	6.0	MIT License
Pygments	2.15.1	BSD License
Send2Trash	1.8.2	BSD License
Sphinx	6.1.3	BSD License
Werkzeug	2.3.6	BSD License
absl-py	1.4.0	Apache Software License
aiofiles	22.1.0	Apache Software License
aiosignal	1.3.1	Apache Software License
aiosqlite	0.19.0	MIT License
alabaster	0.7.13	BSD License
annotated-types	0.5.0	MIT License
anyio	3.7.1	MIT License
argon2-cffi	21.3.0	MIT License
argon2-cffi-bindings	21.2.0	MIT License
arrow	1.2.3	Apache Software License
asttokens	2.2.1	Apache 2.0
astunparse	1.6.3	BSD License
attrs	23.1.0	MIT License
backcall	0.2.0	BSD License
beautifulsoup4	4.12.2	MIT License
bleach	6.0.0	Apache Software License
build	0.10.0	MIT License
cachetools	5.3.1	MIT License
certifi	2023.7.22	Mozilla Public License 2.0 (MPL 2.0)
cffi	1.15.1	MIT License
cfgv	3.3.1	MIT License
charset-normalizer	3.2.0	MIT License
click	8.1.6	BSD License
cloudpickle	2.2.1	BSD License
colorama	0.4.6	BSD License
comm	0.1.4	BSD License
contourpy	1.1.0	BSD License
coverage	7.2.7	Apache Software License
cycler	0.11.0	BSD License
debugpy	1.6.8	Eclipse Public License 2.0 (EPL-2.0); MIT License
decorator	5.1.1	BSD License
defusedxml	0.7.1	Python Software Foundation License
distlib	0.3.7	Python Software Foundation License
dm-tree	0.1.8	Apache Software License
docutils	0.19	BSD License; GNU General Public License (GPL); Public Domain; Python Software F
entrypoints	0.4	MIT License
exceptiongroup	1.1.2	MIT License
execnet	2.0.2	MIT License
executing	1.2.0	MIT License
fastjsonschema	2.18.0	BSD License
filelock	3.12.2	The Unlicense (Unlicense)
flake8	6.0.0	MIT License
flatbuffers	23.5.26	Apache Software License
fonttools	4.42.0	MIT License
fqdn	1.5.1	Mozilla Public License 2.0 (MPL 2.0)

Table 13 – continued from previous

frozenlist	1.4.0	Apache Software License
furo	2023.3.27	MIT License
gast	0.4.0	BSD License
google-auth	2.22.0	Apache Software License
google-auth-oauthlib	1.0.0	Apache Software License
google-pasta	0.2.0	Apache Software License
grpcio	1.56.2	Apache Software License
gym	0.21.0	UNKNOWN
h5py	3.9.0	BSD License
identify	2.5.26	MIT License
idna	3.4	BSD License
imageio	2.31.1	BSD License
imagesize	1.4.1	MIT License
importlib-metadata	4.13.0	Apache Software License
iniconfig	2.0.0	MIT License
ipykernel	6.25.0	BSD License
ipython	8.14.0	BSD License
ipython-genutils	0.2.0	BSD License
isoduration	20.11.0	ISC License (ISCL)
jax	0.4.14	Apache-2.0
jedi	0.19.0	MIT License
json5	0.9.14	Apache Software License
jsonpointer	2.4	BSD License
jsonschema	4.18.6	MIT License
jsonschema-specifications	2023.7.1	MIT License
jupyter-events	0.7.0	BSD License
jupyter-ydoc	0.2.5	BSD 3-Clause License
jupyter_client	7.4.9	BSD License
jupyter_core	5.3.1	BSD License
jupyter_server	2.7.0	BSD License
jupyter_server_fileid	0.9.0	BSD License
jupyter_server_terminals	0.4.4	BSD License
jupyter_server_ydoc	0.6.1	BSD License
jupyterlab	3.6.1	BSD License
jupyterlab-pygments	0.2.2	BSD
jupyterlab_server	2.24.0	BSD License
kaleido	0.2.1	MIT
keras	2.12.0	Apache Software License
kiwisolver	1.4.4	BSD License
lazy_loader	0.3	BSD License
libclang	16.0.6	Apache Software License
lz4	4.3.2	BSD License
markdown-it-py	3.0.0	MIT License
matplotlib	3.7.1	Python Software Foundation License
matplotlib-inline	0.1.6	BSD 3-Clause
mccabe	0.7.0	MIT License
mdurl	0.1.2	MIT License
mistune	3.0.1	BSD License
ml-dtypes	0.2.0	Apache Software License
mpmath	1.3.0	BSD License
msgpack	1.0.5	Apache Software License
nbclassic	1.0.0	BSD License

Table 13 – continued from previous

nbclient	0.8.0	BSD License
nbconvert	7.7.3	BSD License
nbformat	5.9.2	BSD License
nest-asyncio	1.5.7	BSD License
networkx	3.1	BSD License
nodeenv	1.8.0	BSD License
notebook	6.5.5	BSD License
notebook_shim	0.2.3	BSD License
numpy	1.23.5	BSD License
oauthlib	3.2.2	BSD License
opt-einsum	3.3.0	MIT
ordered-set	4.1.0	MIT License
overrides	7.3.1	Apache License, Version 2.0
packaging	23.1	Apache Software License; BSD License
pandas	2.0.3	BSD License
pandocfilters	1.5.0	BSD License
parso	0.8.3	MIT License
pickleshare	0.7.5	MIT License
platformdirs	3.5.1	MIT License
plotly	5.15.0	MIT License
pluggy	1.2.0	MIT License
polars	0.18.4	MIT License
pre-commit	2.20.0	MIT License
primaite	2.0.0	GFX
primaite	2.0.0	GFX
prometheus-client	0.17.1	Apache Software License
prompt-toolkit	3.0.39	BSD License
protobuf	4.23.4	3-Clause BSD License
psutil	5.9.5	BSD License
pure-eval	0.2.2	MIT License
pyasn1	0.5.0	BSD License
pyasn1-modules	0.3.0	BSD License
pycodestyle	2.10.0	MIT License
pycparser	2.21	BSD License
pydantic	2.1.1	MIT License
pydantic_core	2.4.0	MIT License
pyflakes	3.0.1	MIT License
yparsing	3.1.1	MIT License
pyproject_hooks	1.0.0	MIT License
pytest	7.2.0	MIT License
pytest-cov	4.0.0	MIT License
pytest-flake8	1.1.1	BSD License
pytest-xdist	3.3.1	MIT License
python-dateutil	2.8.2	Apache Software License; BSD License
python-json-logger	2.0.7	BSD License
pytz	2023.3	MIT License
pywin32	306	Python Software Foundation License
pywinpty	2.0.11	MIT
pyzmq	24.0.1	BSD License; GNU Library or Lesser General Public License (LGPL)
ray	2.2.0	Apache 2.0
referencing	0.30.0	MIT License
requests	2.31.0	Apache Software License

Table 13 – continued from previous

requests-oauthlib	1.3.1	BSD License
rfc3339-validator	0.1.4	MIT License
rfc3986-validator	0.1.1	MIT License
rich	13.5.2	MIT License
rpds-py	0.9.2	MIT License
rsa	4.9	Apache Software License
scikit-image	0.21.0	BSD License
scipy	1.11.1	BSD License
shellingham	1.5.0.post1	ISC License (ISCL)
six	1.16.0	MIT License
sniffio	1.3.0	Apache Software License; MIT License
snowballstemmer	2.2.0	BSD License
soupsieve	2.4.1	MIT License
sphinx-basic-ng	1.0.0b2	MIT License
sphinx-code-tabs	0.5.5	The Unlicense (Unlicense)
sphinx-copybutton	0.5.2	MIT License
sphinxcontrib-applehelp	1.0.4	BSD License
sphinxcontrib-devhelp	1.0.2	BSD License
sphinxcontrib-htmlhelp	2.0.1	BSD License
sphinxcontrib-jsmath	1.0.1	BSD License
sphinxcontrib-qthelp	1.0.3	BSD License
sphinxcontrib-serializinghtml	1.1.5	BSD License
stable-baselines3	1.6.2	MIT
stack-data	0.6.2	MIT License
sympy	1.12	BSD License
tabulate	0.9.0	MIT License
tenacity	8.2.2	Apache Software License
tensorboard	2.12.3	Apache Software License
tensorboard-data-server	0.7.1	Apache Software License
tensorboardX	2.6.2	MIT License
tensorflow	2.12.0	Apache Software License
tensorflow-estimator	2.12.0	Apache Software License
tensorflow-intel	2.12.0	Apache Software License
tensorflow-io-gcs-filesystem	0.31.0	Apache Software License
termcolor	2.3.0	MIT License
terminado	0.17.1	BSD License
tifffile	2023.7.18	BSD License
tinycss2	1.2.1	BSD License
toml	0.10.2	MIT License
tomli	2.0.1	MIT License
torch	2.0.1	BSD License
tornado	6.3.2	Apache Software License
traitlets	5.9.0	BSD License
typer	0.9.0	MIT License
typing_extensions	4.7.1	Python Software Foundation License
tzdata	2023.3	Apache Software License
uri-template	1.3.0	MIT License
urllib3	1.26.16	MIT License
virtualenv	20.24.1	MIT License
webcolors	1.13	BSD License
webencodings	0.5.1	BSD License
websocket-client	1.6.1	Apache Software License

wrapt	1.14.1	BSD License
y-py	0.6.0	MIT License
ypy-websocket	0.8.4	UNKNOWN
zipp	3.16.2	MIT License

3.10 Glossary

Access Control List

PrimAITE blocks or allows certain traffic on the network by simulating firewall rules, which are defined in the Access Control List.

Action

The learning agent decides on an action to take on every step in the simulation. The action has the chance to positively or negatively impact the environment state. Over time, the agent aims to learn which actions to take when to maximise the expected reward.

Agent

An agent is a representation of a user of the network. Typically this would be a user that is using one of the computer nodes, though it could be an autonomous agent.

Blue Agent

A defensive agent that protects the network from Red Agent attacks to minimise disruption to green agents and protect data.

Episode

When an episode starts, the network simulation is reset to an initial state. The agents take actions on each step of the episode until it reaches a terminal state, which usually happens after a predetermined number of steps. After the terminal state is reached, a new episode starts and the RL agent has another opportunity to protect the network.

Evaluation

During evaluation, an RL agent acts on the simulated network but it is not allowed to update its behaviour. Evaluation is used to assess how successful agents are at defending the network.

Green agent

Simulates typical benign activity on the network, such as real users using computers and servers.

Gym

PrimAITE uses the Gym reinforcement learning framework API to create a training environment and interface with RL agents. Gym defines a common way of creating observations, actions, and rewards.

Information Exchange Requirement (IER)

Simulates network traffic by sending data from one network node to another via links for a specified amount of time. IERs can be part of green agent behaviour or red agent behaviour. PrimAITE can be configured to apply a penalty for green agents' IERs being blocked and a reward for red agents' IERs being blocked.

Laydown

The laydown is a file which defines the training scenario. It contains the network topology, firewall rules, services, protocols, and details about green and red agent behaviours.

Link

A Link represents the connection between two Nodes. For example, a physical wire between a computer and a switch or a wireless connection.

Network

The network in primaiter is a logical representation of a computer network containing *Nodes* and *Links*.

Node

A Node represents a network endpoint. For example a computer, server, switch, or an actuator.

Observation

An observation is a representation of the current state of the environment that is given to the learning agent so it can decide on which action to perform. If the environment is ‘fully observable’, the observation contains information about every possible aspect of the environment. More commonly, the environment is ‘partially observable’ which means the learning agent has to make decisions without knowing every detail of the current environment state.

Pattern-of-Life (PoL)

PoLs allow agents to change the current hardware, OS, file system, or service statuses of nodes during the course of an episode. For example, a green agent may restart a server node to represent scheduled maintenance. A red agent’s Pattern-of-Life can be used to attack nodes by changing their states to CORRUPTED or COMPROMISED.

Protocol

Protocols are used by links to separate different types of network traffic. Common examples would be HTTP, TCP, and UDP.

Red Agent

An agent that is aiming to attack the network in some way, for example by executing a Denial-Of-Service attack or stealing data.

Reference environment

While the network simulation is unfolding, a parallel simulation takes place which is identical to the main one except that blue and red agent actions are not applied. This reference environment essentially shows what would be happening to the network if there had been no cyberattack or defense. The reference environment is used to calculate rewards.

Reward

The reward is a single number used by the blue agent to understand whether it’s performing well or poorly. RL agents change their behaviour in an attempt to increase the expected reward each episode. The reward is generated based on the current states of the environment / *reference environment* and is impacted positively by things like green IERS running successfully and negatively by things like nodes being compromised.

Service

A service represents a piece of software that is installed on a node, such as a web server or a database.

Step

The agents can only act in the environment at discrete intervals. The time step is the basic unit of time in the simulation. At each step, the RL agent has an opportunity to observe the state of the environment and decide an action. Steps are also used for updating states for time-dependent activities such as rebooting a node.

Training

During training, an RL agent is placed in the simulated network and it learns which actions to take in which scenarios to obtain maximum reward.

Transaction

PrimAITE records the decisions of the learning agent by saving its observation, action, and reward at every time step. During each session, this data is saved to disk to allow for full inspection.

User app home

PrimAITE supports upgrading software version while retaining user data. The user data directory is where configs, notebooks, and results are stored, this location is `~/primaite<version>` on linux/darwin and `C:\Users<username>primaite<version>` on Windows.

3.11 v1.2 to v2.0 Migration guide

1. Installing PrimAITE

Like before, you can install `primaite` from the repository by running `pip install -e ..`. But, there is now an additional setup step which does several things, like setting up user directories, copy default configs and notebooks, etc. Once you have installed PrimAITE to your virtual environment, run this command to finalise setup.

```
primaite setup
```

2. Running a training session

In version 1.2 of PrimAITE, the main entry point for training or evaluating agents was the `src/primaite/main.py` file. v2.0.0 introduced managed ‘sessions’ which are responsible for reading configuration files, performing training, and writing outputs.

`main.py` file still runs a training session but it now uses the new `PrimaiteSession`, and it now requires you to provide the path to your config files.

```
python src/primaite/main.py --tc path/to/training-config.yaml --ldc path/to/
↳laydown-config.yaml
```

Alternatively, the session can be invoked via the commandline by running:

```
primaite session --tc path/to/training-config.yaml --ldc path/to/laydown-
↳config.yaml
```

3. Location of configs

In version 1.2, training configs and laydown configs were all stored in the project repository under `src/primaite/config`. Version 2.0.0 introduced user data directories, and now when you install and setup PrimAITE, config files are stored in your user data location. On Linux/OSX, this is stored in `~/primaite/2.0.0/config`. On Windows, this is stored in `C:\Users\<<your username>\primaite\configs`. Upon first setup, the configs folder is populated with some default yaml files. It is recommended that you store all your custom configuration files here.

4. Contents of configs

Some things that were previously part of the laydown config are now part of the training config.

- Actions

If you have custom configs which use these, you will need to adapt them by moving the configuration from the laydown config to the training config.

Also, there are new configurable items in the training config:

- Observations
- Agent framework
- Agent
- Deep learning framework
- random red agents
- seed
- deterministic

- hard coded agent view

Each of these items have default values which are designed so that PrimAITE has the same behaviour as it did in 1.2.0, so you do not have to specify them.

ACL Rules in laydown configs have a new required parameter: `position`. The lower the position, the higher up in the ACL table the rule will be placed. If you have custom laydowns, you will need to go through them and add a position to each `ACL_RULE`.

PYTHON MODULE INDEX

p

- primaite, 45
- primaite.acl, 46
- primaite.acl.access_control_list, 47
- primaite.acl.acl_rule, 49
- primaite.agents, 50
- primaite.agents.agent_abc, 51
- primaite.agents.hardcoded_abc, 53
- primaite.agents.hardcoded_acl, 55
- primaite.agents.hardcoded_node, 59
- primaite.agents.rllib, 61
- primaite.agents.sb3, 61
- primaite.agents.simple, 63
- primaite.agents.utils, 69
- primaite.cli, 75
- primaite.common, 77
- primaite.common.custom_typing, 77
- primaite.common.enums, 78
- primaite.common.protocol, 88
- primaite.common.service, 89
- primaite.config, 90
- primaite.config.lay_down_config, 90
- primaite.config.training_config, 91
- primaite.data_viz, 100
- primaite.data_viz.session_plots, 101
- primaite.environment, 102
- primaite.environment.observations, 102
- primaite.environment.primaite_env, 109
- primaite.environment.reward, 115
- primaite.exceptions, 117
- primaite.links, 118
- primaite.links.link, 118
- primaite.main, 120
- primaite.nodes, 120
- primaite.nodes.active_node, 121
- primaite.nodes.node, 123
- primaite.nodes.node_state_instruction_green, 124
- primaite.nodes.node_state_instruction_red, 126
- primaite.nodes.passive_node, 128
- primaite.nodes.service_node, 130
- primaite.notebooks, 134
- primaite.pol, 134
- primaite.pol.green_pol, 134
- primaite.pol.ier, 135
- primaite.pol.red_agent_pol, 137
- primaite.primaite_session, 138
- primaite.setup, 140
- primaite.setup.old_installation_clean_up, 140
- primaite.setup.reset_demo_notebooks, 140
- primaite.setup.reset_example_configs, 141
- primaite.simulator, 141
- primaite.simulator.core, 142
- primaite.simulator.domain, 150
- primaite.simulator.domain.account, 150
- primaite.simulator.domain.controller, 159
- primaite.simulator.file_system, 169
- primaite.simulator.file_system.file_system, 169
- primaite.simulator.file_system.file_system_file, 177
- primaite.simulator.file_system.file_system_file_type, 183
- primaite.simulator.file_system.file_system_folder, 186
- primaite.simulator.file_system.file_system_item_abc, 193
- primaite.simulator.network, 199
- primaite.simulator.network.hardware, 199
- primaite.simulator.network.hardware.base, 200
- primaite.simulator.network.hardware.nodes, 242
- primaite.simulator.network.protocols, 242
- primaite.simulator.network.protocols.arp, 242
- primaite.simulator.network.transmission, 254
- primaite.simulator.network.transmission.data_link_layer, 254
- primaite.simulator.network.transmission.network_layer, 268
- primaite.simulator.network.transmission.primaite_layer, 284
- primaite.simulator.network.transmission.transport_layer, 291

primaite.simulator.network.utils, 307
 primaite.simulator.system, 307
 primaite.simulator.system.applications, 307
 primaite.simulator.system.applications.applications, 308
 primaite.simulator.system.core, 317
 primaite.simulator.system.core.packet_capture, 317
 primaite.simulator.system.core.session_manager, 318
 primaite.simulator.system.core.software_manager, 327
 primaite.simulator.system.core.sys_log, 328
 primaite.simulator.system.processes, 330
 primaite.simulator.system.processes.process, 330
 primaite.simulator.system.services, 337
 primaite.simulator.system.services.dns_service, 337
 primaite.simulator.system.services.service, 345
 primaite.simulator.system.software, 354
 primaite.transactions, 372
 primaite.transactions.transaction, 372
 primaite.utils, 373
 primaite.utils.package_data, 374
 primaite.utils.session_metadata_parser, 374
 primaite.utils.session_output_reader, 375
 primaite.utils.session_output_writer, 376

t

tests, 377
 tests.conftest, 378
 tests.integration_tests, 381
 tests.integration_tests.component_creation, 381
 tests.integration_tests.component_creation.test_permission_system, 382
 tests.integration_tests.network, 382
 tests.integration_tests.network.test_frame_transmission, 383
 tests.integration_tests.network.test_link_connection, 383
 tests.integration_tests.network.test_nic_link_connection, 384
 tests.mock_and_patch, 384
 tests.mock_and_patch.get_session_path_mock, 384
 tests.test_acl, 385
 tests.test_active_node, 386
 tests.test_full_legacy_config_session, 387
 tests.test_lay_down_config, 387
 tests.test_observation_space, 388
 tests.test_primaite_session, 394
 tests.test_red_random_agent_behaviour, 394
 tests.test_resetting_node, 394
 tests.test_reward, 395
 tests.test_seeding_and_deterministic_session, 396
 tests.test_service_node, 396
 tests.test_session_loading, 397
 tests.test_single_action_space, 398
 tests.test_train_eval_episode_steps, 398
 tests.test_training_config, 399
 tests.unit_tests, 399

Symbols

- `__call__` () (*primaite.simulator.core.ActionPermissionValidator* method), 144
- `__call__` () (*primaite.simulator.core.AllowAllValidator* method), 144
- `__call__` () (*primaite.simulator.domain.controller.GroupMembershipValidator* method), 167
- `__init__` () (*primaite.acl.access_control_list.AccessControlList* method), 47
- `__init__` () (*primaite.acl.acl_rule.ACLRule* method), 49
- `__init__` () (*primaite.agents.agent_abc.AgentSessionABC* method), 52
- `__init__` () (*primaite.agents.hardcoded_abc.HardCodedAgentSessionABC* method), 54
- `__init__` () (*primaite.agents.hardcoded_acl.HardCodedACLAgent* method), 56
- `__init__` () (*primaite.agents.hardcoded_node.HardCodedNodeAgent* method), 60
- `__init__` () (*primaite.agents.sb3.SB3Agent* method), 62
- `__init__` () (*primaite.agents.simple.DoNothingACLAgent* method), 64
- `__init__` () (*primaite.agents.simple.DoNothingNodeAgent* method), 65
- `__init__` () (*primaite.agents.simple.DummyAgent* method), 67
- `__init__` () (*primaite.agents.simple.RandomAgent* method), 68
- `__init__` () (*primaite.common.protocol.Protocol* method), 88
- `__init__` () (*primaite.common.service.Service* method), 89
- `__init__` () (*primaite.config.training_config.TrainingConfig* method), 97
- `__init__` () (*primaite.environment.observations.AbstractObservationComponent* method), 102
- `__init__` () (*primaite.environment.observations.AccessControlList* method), 104
- `__init__` () (*primaite.environment.observations.LinkTrafficLevels* method), 105
- `__init__` () (*primaite.environment.observations.NodeLinkTable* method), 106
- `__init__` () (*primaite.environment.observations.NodeStatuses* method), 107
- `__init__` () (*primaite.environment.observations.ObservationsHandler* method), 108
- `__init__` () (*primaite.environment.primaite_env.Primaite* method), 111
- `__init__` () (*primaite.links.link.Link* method), 118
- `__init__` () (*primaite.nodes.active_node.ActiveNode* method), 121
- `__init__` () (*primaite.nodes.node.Node* method), 123
- `__init__` () (*primaite.nodes.node_state_instruction_green.NodeStateInstructionGreen* method), 125
- `__init__` () (*primaite.nodes.node_state_instruction_red.NodeStateInstructionRed* method), 127
- `__init__` () (*primaite.nodes.passive_node.PassiveNode* method), 129
- `__init__` () (*primaite.nodes.service_node.ServiceNode* method), 131
- `__init__` () (*primaite.pol.ier.IER* method), 135
- `__init__` () (*primaite.primaite_session.PrimaiteSession* method), 139
- `__init__` () (*primaite.simulator.core.Action* method), 142
- `__init__` () (*primaite.simulator.core.ActionManager* method), 143
- `__init__` () (*primaite.simulator.core.SimComponent* method), 146
- `__init__` () (*primaite.simulator.domain.account.Account* method), 153
- `__init__` () (*primaite.simulator.domain.controller.DomainController* method), 162
- `__init__` () (*primaite.simulator.domain.controller.GroupMembershipValidator* method), 167
- `__init__` () (*primaite.simulator.file_system.file_system.FileSystem* method), 171
- `__init__` () (*primaite.simulator.file_system.file_system_file.FileSystemFile* method), 179
- `__init__` () (*primaite.simulator.file_system.file_system_folder.FileSystemFolder* method), 188
- `__init__` () (*primaite.simulator.file_system.file_system_item_abc.FileSystemItemABC* method), 195
- `__init__` () (*primaite.simulator.network.hardware.base.ARPCache* method), 201

<code>__init__</code> () (<i>primaite.simulator.network.hardware.base.ICM</i> method), 202	<code>__init__</code> () (<i>primaite.utils.session_output_writer.SessionOutputWriter</i> method), 376
<code>__init__</code> () (<i>primaite.simulator.network.hardware.base.Link</i> method), 205	<code>__init__</code> () (<i>tests.conftest.TempPrimaiteSession</i> method), 380
<code>__init__</code> () (<i>primaite.simulator.network.hardware.base.NIC</i> method), 212	
<code>__init__</code> () (<i>primaite.simulator.network.hardware.base.Node</i> method), 220	A
<code>__init__</code> () (<i>primaite.simulator.network.hardware.base.Switch</i> method), 228	<code>AgentIdentifier</code> (<i>primaite.common.enums.AgentIdentifier</i> attribute), 79
<code>__init__</code> () (<i>primaite.simulator.network.hardware.base.SwitchPort</i> method), 237	<code>AbstractObservationComponent</code> (class in <i>primaite.environment.observations</i>), 102
<code>__init__</code> () (<i>primaite.simulator.network.protocols.arp.ARPEntry</i> method), 244	<code>AccessControlList</code> (class in <i>primaite.acl.access_control_list</i>), 47
<code>__init__</code> () (<i>primaite.simulator.network.protocols.arp.ARPEntry</i> method), 244	<code>AccessControlList</code> (class in <i>primaite.environment.observations</i>), 103
<code>__init__</code> () (<i>primaite.simulator.network.transmission.data_link_layer.EthernetHeader</i> method), 257	<code>Account</code> (class in <i>primaite.simulator.domain.account</i>), 153
<code>__init__</code> () (<i>primaite.simulator.network.transmission.data_link_layer.EthernetHeader</i> method), 257	<code>AccountType</code> (<i>primaite.simulator.domain.account.Account</i> attribute), 153
<code>__init__</code> () (<i>primaite.simulator.network.transmission.network_layer.ICMPPacket</i> method), 271	<code>AccountGroup</code> (class in <i>primaite.simulator.domain.controller</i>), 159
<code>__init__</code> () (<i>primaite.simulator.network.transmission.network_layer.ICMPPacket</i> method), 271	<code>accounts</code> (<i>primaite.simulator.network.hardware.base.Node</i> attribute), 220
<code>__init__</code> () (<i>primaite.simulator.network.transmission.network_layer.IPv4Packet</i> method), 278	<code>accounts</code> (<i>primaite.simulator.network.hardware.base.Switch</i> attribute), 220
<code>__init__</code> () (<i>primaite.simulator.network.transmission.primaite_layer.PrimaiteHeader</i> method), 287	<code>AccountType</code> (class in <i>primaite.simulator.domain.account</i>), 158
<code>__init__</code> () (<i>primaite.simulator.network.transmission.transport_layer.TCPHeader</i> method), 297	<code>acl</code> (<i>primaite.acl.access_control_list.AccessControlList</i> property), 47
<code>__init__</code> () (<i>primaite.simulator.network.transmission.transport_layer.UDPHeader</i> method), 303	<code>ACLRule</code> (class in <i>primaite.acl.acl_rule</i>), 49
<code>__init__</code> () (<i>primaite.simulator.system.applications.application.Application</i> method), 311	<code>ActionApplication</code> (class in <i>primaite.simulator.core</i>), 142
<code>__init__</code> () (<i>primaite.simulator.system.core.packet_capture.PacketCapture</i> method), 318	<code>ActionSpace</code> (<i>primaite.transactions.transaction.Transaction</i> attribute), 373
<code>__init__</code> () (<i>primaite.simulator.system.core.session_manager.SessionManager</i> method), 321	<code>ActionType</code> (<i>primaite.config.training_config.TrainingConfig</i> attribute), 98
<code>__init__</code> () (<i>primaite.simulator.system.core.session_manager.SessionManager</i> method), 326	<code>ActionManager</code> (class in <i>primaite.simulator.core</i>), 143
<code>__init__</code> () (<i>primaite.simulator.system.core.software_manager.SoftwareManager</i> method), 327	<code>ActionPermissionValidator</code> (class in <i>primaite.simulator.core</i>), 143
<code>__init__</code> () (<i>primaite.simulator.system.core.sys_log.SysLog</i> method), 329	<code>ActionType</code> (class in <i>primaite.common.enums</i>), 78
<code>__init__</code> () (<i>primaite.simulator.system.processes.process.Process</i> method), 332	<code>ActiveNode</code> (class in <i>primaite.nodes.active_node</i>), 121
<code>__init__</code> () (<i>primaite.simulator.system.services.dns_service.DNSService</i> method), 340	<code>actual_episode_count</code> (<i>primaite.environment.primaite_env.Primaite</i> property), 111
<code>__init__</code> () (<i>primaite.simulator.system.services.service.Service</i> method), 348	<code>add_account_to_group</code> () (<i>primaite.simulator.domain.controller.DomainController</i> method), 162
<code>__init__</code> () (<i>primaite.simulator.system.software.IOSoftware</i> method), 357	<code>add_action</code> () (<i>primaite.simulator.core.ActionManager</i> method), 143
<code>__init__</code> () (<i>primaite.simulator.system.software.Software</i> method), 365	<code>add_application</code> () (<i>primaite.simulator.system.core.software_manager.SoftwareManager</i> method), 327
<code>__init__</code> () (<i>primaite.transactions.transaction.Transaction</i> method), 372	<code>add_dns_server</code> () (<i>primaite.simulator.network.hardware.base.NIC</i> method), 372

method), 212

add_file() (*primaite.simulator.file_system.file_system_folder.FileSystemFolder* simulator.domain.account.Account method), 188

add_load() (*primaite.common.protocol.Protocol* method), 88

add_protocol() (*primaite.links.link.Link* method), 119

add_protocol_load() (*primaite.links.link.Link* method), 119

add_rule() (*primaite.acl.access_control_list.AccessControlList* method), 47

add_service() (*primaite.nodes.service_node.ServiceNode* method), 132

add_service() (*primaite.simulator.system.core.software_application_manager.ApplicationManager* method), 328

Agent, 404

agent_framework (*primaite.config.training_config.TrainingConfig* attribute), 98

agent_identifier (*primaite.config.training_config.TrainingConfig* attribute), 98

agent_identifier (*primaite.transactions.transaction.Transaction* attribute), 373

agent_load_file (*primaite.config.training_config.TrainingConfig* attribute), 98

AgentFramework (class in *primaite.common.enums*), 79

AgentIdentifier (class in *primaite.common.enums*), 79

AgentSessionABC (class in *primaite.agents.agent_abc*), 51

AgentSource (class in *primaite.simulator.network.transmission.primaite_layer*), 284

all_transactions_dict() (in module *primaite.utils.session_output_reader*), 375

AllowAllValidator (class in *primaite.simulator.core*), 144

Application (class in *primaite.simulator.system.applications.application*), 308

APPLICATION (*primaite.simulator.system.software.SoftwareType* attribute), 371

ApplicationOperatingState (class in *primaite.simulator.system.applications.application*), 317

applications (*primaite.simulator.network.hardware.base.Node* attribute), 220

applications (*primaite.simulator.network.hardware.base.Switch* attribute), 229

apply_action() (*primaite.simulator.core.SimComponent* method), 146

apply_action() (*primaite.simulator.domain.account.Account* method), 153

apply_action() (*primaite.simulator.domain.controller.DomainController* method), 162

apply_action() (*primaite.simulator.file_system.file_system.FileSystem* method), 171

apply_action() (*primaite.simulator.file_system.file_system_file.FileSystemFile* method), 179

apply_action() (*primaite.simulator.file_system.file_system_folder.FileSystemFolder* method), 188

apply_action() (*primaite.simulator.file_system.file_system_item_abc.FileSystemItem* method), 195

apply_action() (*primaite.simulator.network.hardware.base.Link* method), 205

apply_action() (*primaite.simulator.network.hardware.base.NIC* method), 212

apply_action() (*primaite.simulator.network.hardware.base.Node* method), 220

apply_action() (*primaite.simulator.network.hardware.base.Switch* method), 229

apply_action() (*primaite.simulator.network.hardware.base.SwitchPort* method), 237

apply_action() (*primaite.simulator.system.applications.application.Application* method), 311

apply_action() (*primaite.simulator.system.core.session_manager.Session* method), 321

apply_action() (*primaite.simulator.system.processes.process.Process* method), 332

apply_action() (*primaite.simulator.system.services.dns_service.DNSService* method), 340

apply_action() (*primaite.simulator.system.services.service.Service* method), 348

apply_action() (*primaite.simulator.system.software.IOSoftware* method), 357

apply_action() (*primaite.simulator.system.software.Software* method), 365

apply_actions_to_acl() (*primaite.environment.primaite_env.Primaite* method), 111
 apply_actions_to_nodes() (*primaite.environment.primaite_env.Primaite* method), 111
 apply_iers() (*in module primaite.pol.green_pol*), 134
 apply_node_pol() (*in module primaite.pol.green_pol*), 135
 apply_red_agent_iers() (*in module primaite.pol.red_agent_pol*), 137
 apply_red_agent_node_pol() (*in module primaite.pol.red_agent_pol*), 138
 apply_time_based_updates() (*primaite.environment.primaite_env.Primaite* method), 112
 apply_timestep() (*primaite.simulator.core.SimComponent* method), 146
 apply_timestep() (*primaite.simulator.domain.account.Account* method), 153
 apply_timestep() (*primaite.simulator.domain.controller.DomainController* method), 162
 apply_timestep() (*primaite.simulator.file_system.file_system.FileSystem* method), 171
 apply_timestep() (*primaite.simulator.file_system.file_system_file.FileSystemFile* method), 179
 apply_timestep() (*primaite.simulator.file_system.file_system_folder.FileSystemFolder* method), 188
 apply_timestep() (*primaite.simulator.file_system.file_system_item_abs.FileSystemItemAbs* method), 195
 apply_timestep() (*primaite.simulator.network.hardware.base.Link* method), 205
 apply_timestep() (*primaite.simulator.network.hardware.base.NIC* method), 212
 apply_timestep() (*primaite.simulator.network.hardware.base.Node* method), 221
 apply_timestep() (*primaite.simulator.network.hardware.base.Switch* method), 229
 apply_timestep() (*primaite.simulator.network.hardware.base.SwitchPort* method), 237
 apply_timestep() (*primaite.simulator.system.applications.application.Application* method), 311
 apply_timestep() (*primaite.simulator.system.core.session_manager.Session* method), 321
 apply_timestep() (*primaite.simulator.system.processes.process.Process* method), 332
 apply_timestep() (*primaite.simulator.system.services.dns_service.DNSService* method), 340
 apply_timestep() (*primaite.simulator.system.services.service.Service* method), 348
 apply_timestep() (*primaite.simulator.system.software.IOSoftware* method), 357
 apply_timestep() (*primaite.simulator.system.software.Software* method), 365
 arp (*primaite.simulator.network.transmission.data_link_layer.Frame* attribute), 263
 ARP (*primaite.simulator.network.transmission.transport_layer.Port* attribute), 293
 ARPCache (*class in primaite.simulator.network.hardware.base*), 201
 ARPEntry (*class in primaite.simulator.network.protocols.arp*), 242
 ARPPacket (*class in primaite.simulator.network.protocols.arp*), 248
 as_csv_data() (*primaite.transactions.transaction.Transaction* method), 373
 as_dict() (*in module primaite.utils.session_output_reader*), 375
 AVI (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType* attribute), 184
B
 bandwidth (*primaite.simulator.network.hardware.base.Link* attribute), 205
 BASIC (*primaite.common.enums.HardCodedAgentView* attribute), 81
 Blue Agent, **404**
 BMP (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType* attribute), 184
 BOOTING (*primaite.simulator.network.hardware.base.NodeOperatingState* attribute), 226
 build_dirs() (*in module primaite.cli*), 75
C
 C (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType* attribute), 184
 calculate_reward_function() (*in module primaite.environment.reward*), 116

`can_transmit` (*primaite.simulator.network.transmission.data_link_layer.Fody* property), 263
`capture`() (*primaite.simulator.system.core.packet_capture.PacketCapture* method), 318
`check_account_permissions`() (*primaite.simulator.domain.controller.DomainController* method), 163
`check_address_match`() (*primaite.acl.access_control_list.AccessControlList* method), 47
`checkpoint_every_n_episodes` (*primaite.config.training_config.TrainingConfig* attribute), 98
`checkpoints_path` (*primaite.agents.agent_abc.AgentSessionABC* property), 52
`checkpoints_path` (*primaite.agents.hardcoded_abc.HardCodedAgentSessionABC* property), 54
`checkpoints_path` (*primaite.agents.hardcoded_acl.HardCodedACLAgent* property), 56
`checkpoints_path` (*primaite.agents.hardcoded_node.HardCodedNodeAgent* property), 60
`checkpoints_path` (*primaite.agents.sb3.SB3Agent* property), 62
`checkpoints_path` (*primaite.agents.simple.DoNothingACLAgent* property), 64
`checkpoints_path` (*primaite.agents.simple.DoNothingNodeAgent* property), 65
`checkpoints_path` (*primaite.agents.simple.DummyAgent* property), 67
`checkpoints_path` (*primaite.agents.simple.RandomAgent* property), 69
`clean_up`() (in module *primaite.cli*), 76
`clear_arp_cache`() (*primaite.simulator.network.hardware.base.ARPCache* method), 201
`clear_load`() (*primaite.common.protocol.Protocol* method), 88
`clear_traffic`() (*primaite.links.link.Link* method), 119
`close`() (*primaite.agents.agent_abc.AgentSessionABC* method), 52
`close`() (*primaite.agents.hardcoded_abc.HardCodedAgentSessionABC* method), 54
`close`() (*primaite.agents.hardcoded_acl.HardCodedACLAgent* method), 56
`close`() (*primaite.agents.hardcoded_node.HardCodedNodeAgent* method), 60
`close`() (*primaite.agents.sb3.SB3Agent* method), 62
`close`() (*primaite.agents.simple.DoNothingACLAgent* method), 64
`close`() (*primaite.agents.simple.DoNothingNodeAgent* method), 65
`close`() (*primaite.agents.simple.DummyAgent* method), 67
`close`() (*primaite.agents.simple.RandomAgent* method), 69
`close`() (*primaite.environment.primaite_env.Primaite* method), 112
`close`() (*primaite.primaite_session.PrimaiteSession* method), 139
`close`() (*primaite.utils.session_output_writer.SessionOutputWriter* method), 376
`close`() (*tests.conftest.TempPrimaiteSession* method), 380
`CLOSED` (in module *primaite.simulator.system.applications.application*), 308
`code_description`() (*primaite.simulator.network.transmission.network_layer.ICMPPacket* method), 271
`COMPROMISED` (*primaite.simulator.system.software.SoftwareHealthState* attribute), 371
`connect_link`() (*primaite.simulator.network.hardware.base.NIC* method), 213
`connect_link`() (*primaite.simulator.network.hardware.base.SwitchPort* method), 237
`connect_nic`() (*primaite.simulator.network.hardware.base.Node* method), 221
`connect_nic`() (*primaite.simulator.network.hardware.base.Switch* method), 229
`connected_link` (*primaite.simulator.network.hardware.base.NIC* attribute), 213
`connected_link` (*primaite.simulator.network.hardware.base.SwitchPort* attribute), 237
`connected_node` (*primaite.simulator.network.hardware.base.NIC* attribute), 213
`connected_node` (*primaite.simulator.network.hardware.base.SwitchPort* attribute), 237
`convert_bytes_to_megabits`() (in module *primaite.simulator.network.utils*), 307
`convert_legacy_lay_down_config`() (in module *primaite.config.lay_down_config*), 90
`convert_legacy_training_config_dict`() (in module *primaite.config.training_config*), 92

convert_megabits_to_bytes() (in module primaite.simulator.network.utils), 307	copy() (primaite.simulator.system.services.dns_service.DNSService method), 340
convert_to_new_obs() (in module primaite.agents.utils), 70	copy() (primaite.simulator.system.services.service.Service method), 348
convert_to_old_obs() (in module primaite.agents.utils), 70	copy() (primaite.simulator.system.software.IOSoftware method), 357
copy() (primaite.simulator.core.SimComponent method), 146	copy() (primaite.simulator.system.software.Software method), 365
copy() (primaite.simulator.domain.account.Account method), 153	copy_file() (primaite.simulator.file_system.file_system.FileSystem method), 172
copy() (primaite.simulator.domain.controller.DomainController method), 163	copy_session_asset() (in module tests.test_session_loading), 397
copy() (primaite.simulator.file_system.file_system.FileSystem method), 171	CPP (primaite.simulator.file_system.file_system_file_type.FileSystemFileType attribute), 184
copy() (primaite.simulator.file_system.file_system_file.FileSystemFile method), 179	create_account() (primaite.simulator.domain.controller.DomainController method), 163
copy() (primaite.simulator.file_system.file_system_folder.FileSystemFolder method), 188	create_acl_action_dict() (primaite.environment.primaite_env.Primaite method), 112
copy() (primaite.simulator.file_system.file_system_item_abs.FileSystemItemAbs method), 195	create_acl_rule() (primaite.environment.primaite_env.Primaite method), 112
copy() (primaite.simulator.network.hardware.base.Link method), 205	create_file() (primaite.simulator.file_system.file_system.FileSystem method), 172
copy() (primaite.simulator.network.hardware.base.NIC method), 213	create_folder() (primaite.simulator.file_system.file_system.FileSystem method), 173
copy() (primaite.simulator.network.hardware.base.Node method), 221	create_green_ier() (primaite.environment.primaite_env.Primaite method), 112
copy() (primaite.simulator.network.hardware.base.Switch method), 229	create_green_pol() (primaite.environment.primaite_env.Primaite method), 112
copy() (primaite.simulator.network.hardware.base.SwitchPort method), 237	create_green_pol() (primaite.environment.primaite_env.Primaite method), 112
copy() (primaite.simulator.network.protocols.arp.ARPEntree method), 244	create_green_pol() (primaite.environment.primaite_env.Primaite method), 112
copy() (primaite.simulator.network.protocols.arp.ARPPacket method), 250	create_green_pol() (primaite.environment.primaite_env.Primaite method), 112
copy() (primaite.simulator.network.transmission.data_link_data_link_data_link method), 257	create_green_pol() (primaite.environment.primaite_env.Primaite method), 112
copy() (primaite.simulator.network.transmission.data_link_data_link_data_link method), 263	create_green_pol() (primaite.environment.primaite_env.Primaite method), 112
copy() (primaite.simulator.network.transmission.network_layer_IPPacket method), 271	create_green_pol() (primaite.environment.primaite_env.Primaite method), 112
copy() (primaite.simulator.network.transmission.network_layer_IPPacket method), 278	create_green_pol() (primaite.environment.primaite_env.Primaite method), 112
copy() (primaite.simulator.network.transmission.primaite_layer.PrimaiteLayer method), 287	create_green_pol() (primaite.environment.primaite_env.Primaite method), 112
copy() (primaite.simulator.network.transmission.transport_layer_TCP method), 297	create_green_pol() (primaite.environment.primaite_env.Primaite method), 112
copy() (primaite.simulator.network.transmission.transport_layer_UDP method), 303	create_green_pol() (primaite.environment.primaite_env.Primaite method), 112
copy() (primaite.simulator.system.applications.application.Application method), 311	create_green_pol() (primaite.environment.primaite_env.Primaite method), 112
copy() (primaite.simulator.system.core.session_manager.Session method), 321	create_green_pol() (primaite.environment.primaite_env.Primaite method), 112
copy() (primaite.simulator.system.processes.process.Process method), 332	create_green_pol() (primaite.environment.primaite_env.Primaite method), 112

maite.environment.primaite_env.Primaite *delete_account()* (pri-
method), 113 *maite.simulator.domain.controller.DomainController*
 CRITICAL (*primaite.simulator.network.transmission.network_layer.Protocol*
attribute), 283 *delete_file()* (*primaite.simulator.file_system.file_system.FileSystem*
method), 173
 critical() (*primaite.simulator.system.core.sys_log.SysLog*
method), 329 *delete_folder()* (pri-
maite.simulator.file_system.file_system.FileSystem
method), 173
 criticality (*primaite.simulator.system.applications.application.Application*
attribute), 312 *register()* (*primaite.environment.observations.ObservationsHandler*
method), 108
 criticality (*primaite.simulator.system.processes.process.Process*
attribute), 333 *register_node()* (pri-
maite.simulator.domain.controller.DomainController
method), 163
 criticality (*primaite.simulator.system.services.dns_service.DNSService*
attribute), 341 *describe_obs_change()* (in module *pri-*
maite.agents.utils), 71
 criticality (*primaite.simulator.system.services.service.Service*
attribute), 349 *describe_state()* (pri-
maite.simulator.core.SimComponent *method*),
 147
 criticality (*primaite.simulator.system.software.IOSoftware*
attribute), 358 *describe_state()* (pri-
maite.simulator.domain.account.Account
method), 154
 criticality (*primaite.simulator.system.software.Software*
attribute), 366 *describe_state()* (pri-
maite.simulator.file_system.file_system_file_type.FileSystemFileType
method), 154
 CSS (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType*
attribute), 185 *describe_state()* (pri-
maite.simulator.domain.controller.DomainController
method), 163
 CSV (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType*
attribute), 185 *describe_state()* (pri-
maite.simulator.domain.controller.DomainController
method), 163
 current_load (*primaite.simulator.network.hardware.base.Link*
attribute), 206 *describe_state()* (pri-
maite.simulator.file_system.file_system.FileSystem
method), 173
 current_load_percent (pri- *describe_state()* (pri-
maite.simulator.network.hardware.base.Link *maite.simulator.file_system.file_system.FileSystem*
property), 206 *method*), 173
 current_observation (pri- *describe_state()* (pri-
maite.environment.observations.ObservationsHandler *maite.simulator.file_system.file_system_file.FileSystemFile*
property), 108 *method*), 180
 CUSTOM (*primaite.common.enums.AgentFramework* *at-* *describe_state()* (pri-
tribute), 79 *maite.simulator.file_system.file_system_folder.FileSystemFolder*
method), 189
 D *describe_state()* (pri-
maite.simulator.file_system.file_system_item_abc.FileSystemItem
method), 196
 data_manipulation_config_path() (in module *pri-*
maite.config.lay_down_config), 90 *describe_state()* (pri-
maite.simulator.network.hardware.base.Link
method), 206
 DataStatus (class in *pri-* *describe_state()* (pri-
maite.simulator.network.transmission.primaite_layer), *maite.simulator.network.hardware.base.NIC*
 284 *method*), 213
 ddos_basic_one_config_path() (in module *pri-* *describe_state()* (pri-
maite.config.lay_down_config), 91 *maite.simulator.network.hardware.base.NIC*
method), 213
 ddos_basic_two_config_path() (in module *pri-* *describe_state()* (pri-
maite.config.lay_down_config), 91 *maite.simulator.network.hardware.base.Node*
method), 221
 debug() (*primaite.simulator.system.core.sys_log.SysLog*
method), 329 *describe_state()* (pri-
maite.simulator.network.hardware.base.Switch
method), 230
 decrement_ttl() (pri- *describe_state()* (pri-
maite.simulator.network.transmission.data_link_layer.Frame *maite.simulator.network.hardware.base.SwitchPort*
method), 264 *method*), 238
 deep_learning_framework (pri- *describe_state()* (pri-
maite.config.training_config.TrainingConfig *maite.simulator.network.hardware.base.SwitchPort*
attribute), 98 *method*), 238
 DeepLearningFramework (class in *pri-* *describe_state()* (pri-
maite.common.enums), 80 *maite.simulator.system.applications.application.Application*
method), 312

describe_state()	(primaite.simulator.system.core.session_manager.Session method), 322	DNS_ALT (primaite.simulator.network.transmission.transport_layer.Port attribute), 293
describe_state()	(primaite.simulator.system.core.session_manager.Session method), 326	dns_servers (primaite.simulator.network.hardware.base.NIC attribute), 213
describe_state()	(primaite.simulator.system.processes.process.Process method), 333	DNSService (class in primaite.simulator.system.services.dns_service), 337
describe_state()	(primaite.simulator.system.services.dns_service.DNSService method), 341	DO_NOTHING (primaite.common.enums.AgentIdentifier attribute), 79
describe_state()	(primaite.simulator.system.services.service.Service method), 349	DOC (primaite.simulator.file_system.file_system_file_type.FileSystemFileType attribute), 185
describe_state()	(primaite.simulator.system.software.IOSoftware method), 358	DOCX (primaite.simulator.file_system.file_system_file_type.FileSystemFileType attribute), 185
describe_state()	(primaite.simulator.system.software.Software method), 366	DOMAIN_ADMIN (primaite.simulator.domain.controller.AccountGroup attribute), 159
describe_structure()	(primaite.environment.observations.ObservationsHandler method), 108	DOMAIN_USER (primaite.simulator.domain.controller.AccountGroup attribute), 159
DESTINATION_UNREACHABLE	(primaite.simulator.network.transmission.network_layer.ICMPType attribute), 275	DomainController (class in primaite.simulator.domain.controller), 160
deterministic	(primaite.config.training_config.TrainingConfig attribute), 99	DoNothingACLAgent (class in primaite.agents.simple), 63
disable()	(primaite.simulator.domain.account.Account method), 154	DoNothingNodeAgent (class in primaite.agents.simple), 65
disable()	(primaite.simulator.network.hardware.base.NIC method), 213	dos_very_basic_config_path() (in module primaite.config.lay_down_config), 91
disable()	(primaite.simulator.network.hardware.base.Switch method), 238	dst_mac_addr (primaite.simulator.network.transmission.data_link_layer.EthernetIIType attribute), 278
DISABLED	(primaite.simulator.system.services.service.Service attribute), 354	dst_mac_table (primaite.simulator.network.hardware.base.Switch attribute), 230
disconnect_link()	(primaite.simulator.network.hardware.base.NIC method), 213	DUMMY (primaite.common.enums.AgentIdentifier attribute), 80
disconnect_link()	(primaite.simulator.network.hardware.base.SwitchPort method), 238	DummyAgent (class in primaite.agents.simple), 66
disconnect_link_from_port()	(primaite.simulator.network.hardware.base.Switch method), 230	E
disconnect_nic()	(primaite.simulator.network.hardware.base.Node method), 221	EOperatingState
disconnect_nic()	(primaite.simulator.network.hardware.base.Switch method), 230	ECHO_REPLY (primaite.simulator.network.transmission.network_layer.ICMPType attribute), 275
DNS	(primaite.simulator.network.transmission.transport_layer.Port attribute), 293	ECHO_REQUEST (primaite.simulator.network.transmission.network_layer.ICMPType attribute), 275
		enable() (primaite.simulator.domain.account.Account method), 154
		enable() (primaite.simulator.network.hardware.base.NIC method), 213
		enable() (primaite.simulator.network.hardware.base.SwitchPort method), 238
		enabled (primaite.simulator.network.hardware.base.NIC attribute), 213
		enabled (primaite.simulator.network.hardware.base.SwitchPort attribute), 238
		end_quarantine() (primaite.simulator.file_system.file_system_folder.FileSystemFolder method), 189

endpoint_a (*primaite.simulator.network.hardware.base.Link* attribute), 206
 endpoint_b (*primaite.simulator.network.hardware.base.Link* attribute), 206
 endpoint_down() (*primaite.simulator.network.hardware.base.Link* method), 206
 endpoint_up() (*primaite.simulator.network.hardware.base.Link* method), 206
 env (*tests.conftest.TempPrimaiteSession* property), 381
 Episode, 404
 episode_number (*primaite.transactions.transaction.Transaction* attribute), 373
 error() (*primaite.simulator.system.core.sys_log.SysLog* method), 329
 ethernet (*primaite.simulator.network.transmission.data_link_layer.Ethernet* attribute), 264
 EthernetHeader (class in *primaite.simulator.network.transmission.data_link_layer*), 255
 EVAL (*primaite.common.enums.SessionType* attribute), 87
 eval_all_transactions_dict() (*primaite.primaite_session.PrimaiteSession* method), 139
 eval_all_transactions_dict() (*tests.conftest.TempPrimaiteSession* method), 381
 eval_av_reward_per_episode_dict() (*primaite.primaite_session.PrimaiteSession* method), 139
 eval_av_reward_per_episode_dict() (*tests.conftest.TempPrimaiteSession* method), 381
 evaluate() (*primaite.agents.agent_abc.AgentSessionABC* method), 52
 evaluate() (*primaite.agents.hardcoded_abc.HardCodedAgentSessionABC* method), 54
 evaluate() (*primaite.agents.hardcoded_acl.HardCodedACLAgent* method), 56
 evaluate() (*primaite.agents.hardcoded_node.HardCodedNodeAgent* method), 60
 evaluate() (*primaite.agents.sb3.SB3Agent* method), 62
 evaluate() (*primaite.agents.simple.DoNothingACLAgent* method), 64
 evaluate() (*primaite.agents.simple.DoNothingNodeAgent* method), 65
 evaluate() (*primaite.agents.simple.DummyAgent* method), 67
 evaluate() (*primaite.agents.simple.RandomAgent* method), 69
 evaluate() (*primaite.primaite_session.PrimaiteSession* method), 139
 evaluate() (*tests.conftest.TempPrimaiteSession* method), 381
 Evaluation, 404
 evaluation_path (*primaite.agents.agent_abc.AgentSessionABC* property), 52
 evaluation_path (*primaite.agents.hardcoded_abc.HardCodedAgentSessionABC* property), 54
 evaluation_path (*primaite.agents.hardcoded_acl.HardCodedACLAgent* property), 56
 evaluation_path (*primaite.agents.hardcoded_node.HardCodedNodeAgent* property), 60
 evaluation_path (*primaite.agents.sb3.SB3Agent* property), 62
 evaluation_path (*primaite.agents.simple.DoNothingACLAgent* property), 64
 evaluation_path (*primaite.agents.simple.DoNothingNodeAgent* property), 66
 evaluation_path (*primaite.agents.simple.DummyAgent* property), 67
 evaluation_path (*primaite.agents.simple.RandomAgent* property), 69
 execution_control_status (*primaite.simulator.system.applications.application.Application* attribute), 312
 export() (*primaite.agents.agent_abc.AgentSessionABC* method), 52
 export() (*primaite.agents.hardcoded_abc.HardCodedAgentSessionABC* method), 54
 export() (*primaite.agents.hardcoded_acl.HardCodedACLAgent* method), 56
 export() (*primaite.agents.hardcoded_node.HardCodedNodeAgent* method), 60
 export() (*primaite.agents.sb3.SB3Agent* method), 62
 export() (*primaite.agents.simple.DoNothingACLAgent* method), 64
 export() (*primaite.agents.simple.DoNothingNodeAgent* method), 66
 export() (*primaite.agents.simple.DummyAgent* method), 67
 export() (*primaite.agents.simple.RandomAgent* method), 69
F
 file_system (*primaite.simulator.network.hardware.base.Node* attribute), 221
 file_system (*primaite.simulator.network.hardware.base.Switch* attribute), 230

file_system_repairing_limit (primaite.config.training_config.TrainingConfig attribute), 99
file_system_restoring_limit (primaite.config.training_config.TrainingConfig attribute), 99
file_system_scanning_limit (primaite.config.training_config.TrainingConfig attribute), 99
file_type (primaite.simulator.file_system.file_system_file.FileSystemFile attribute), 180
files (primaite.simulator.file_system.file_system_folder.FileSystemFolder attribute), 189
FileSystem (class in primaite.simulator.file_system.file_system), 169
FileSystemFile (class in primaite.simulator.file_system.file_system_file), 177
FileSystemFileType (class in primaite.simulator.file_system.file_system_file_type), 184
FileSystemFolder (class in primaite.simulator.file_system.file_system_folder), 186
FileSystemItem (class in primaite.simulator.file_system.file_system_item_abc), 193
FileSystemState (class in primaite.common.enums), 80
FLASH (primaite.simulator.network.transmission.network_layer.Precedence attribute), 283
FLASH_OVERRIDE (primaite.simulator.network.transmission.network_layer.Precedence attribute), 283
FLV (primaite.simulator.file_system.file_system_file_type.FileSystemFileType attribute), 185
folders (primaite.simulator.file_system.file_system.FileSystemFolder attribute), 173
forward_frame() (primaite.simulator.network.hardware.base.Switch method), 230
Frame (class in primaite.simulator.network.transmission.data_link_layer), 261
from_config() (primaite.environment.observations.ObservationsHandler class method), 108
from_dict() (primaite.config.training_config.TrainingConfig class method), 99
from_session_key() (primaite.simulator.system.core.session_manager.Session class method), 322
FTP (primaite.simulator.network.transmission.transport_layer.Port attribute), 293
FTP_DATA (primaite.simulator.network.transmission.transport_layer.Port attribute), 293
attribute), 293
FULL (primaite.common.enums.HardCodedAgentView attribute), 81
G
gateway (primaite.simulator.network.hardware.base.NIC attribute), 214
generate_mac_address() (in module primaite.simulator.network.hardware.base),
generate_reply() (primaite.simulator.network.protocols.arp.ARPPacket method), 250
generate_structure() (primaite.environment.observations.AbstractObservationComponent method), 103
generate_structure() (primaite.environment.observations.AccessControlList method), 104
generate_structure() (primaite.environment.observations.LinkTrafficLevels method), 105
generate_structure() (primaite.environment.observations.NodeLinkTable method), 106
generate_structure() (primaite.environment.observations.NodeStatuses method), 107
get_action_info() (primaite.environment.primaite_env.Primaite method), 113
get_allow_acl_rules() (primaite.agents.hardcoded_acl.HardCodedACLAgent method), 56
get_allow_acl_rules_for_ier() (primaite.agents.hardcoded_acl.HardCodedACLAgent method), 57
get_arp_cache_mac_address() (primaite.simulator.network.hardware.base.ARPCache method), 201
get_arp_cache_nic() (primaite.simulator.network.hardware.base.ARPCache method), 201
get_bandwidth() (primaite.links.link.Link method),
get_blocked_green_iers() (primaite.agents.hardcoded_acl.HardCodedACLAgent method), 57
get_blocking_acl_rules_for_ier() (primaite.agents.hardcoded_acl.HardCodedACLAgent method), 57
get_current_load() (primaite.links.link.Link method), 119

get_deny_acl_rules() (primaite.agents.hardcoded_acl.HardCodedACLAgent method), 58
 get_dest_ip() (primaite.acl.acl_rule.ACLRule method), 49
 get_dest_node_id() (primaite.pol.ier.IER method), 136
 get_dest_node_name() (primaite.links.link.Link method), 119
 get_dictionary_hash() (primaite.acl.access_control_list.AccessControlList method), 48
 get_end_step() (primaite.nodes.node_state_instruction_green.NodeStateInstructionGreen method), 125
 get_end_step() (primaite.nodes.node_state_instruction_red.NodeStateInstructionRed method), 127
 get_end_step() (primaite.pol.ier.IER method), 136
 get_file_by_id() (primaite.simulator.file_system.file_system.FileSystem method), 173
 get_file_by_id() (primaite.simulator.file_system.file_system_folder.FileSystemFolder method), 189
 get_file_by_name() (primaite.simulator.file_system.file_system_folder.FileSystemFolder method), 189
 get_file_path() (in module primaite.utils.package_data), 374
 get_folder_by_id() (primaite.simulator.file_system.file_system.FileSystem method), 173
 get_folder_by_name() (primaite.simulator.file_system.file_system.FileSystem method), 173
 get_folders() (primaite.simulator.file_system.file_system.FileSystem method), 173
 get_icmp_type_code_description() (in module primaite.simulator.network.transmission.network_layer), 268
 get_id() (primaite.links.link.Link method), 119
 get_id() (primaite.pol.ier.IER method), 136
 get_initiator() (primaite.nodes.node_state_instruction_red.NodeStateInstructionRed method), 127
 get_is_running() (primaite.pol.ier.IER method), 136
 get_load() (primaite.common.protocol.Protocol method), 89
 get_load() (primaite.pol.ier.IER method), 136
 get_matching_acl_rules() (primaite.agents.hardcoded_acl.HardCodedACLAgent method), 58
 get_matching_acl_rules_for_ier() (primaite.agents.hardcoded_acl.HardCodedACLAgent method), 58
 get_mission_criticality() (primaite.pol.ier.IER method), 136
 get_name() (primaite.common.protocol.Protocol method), 89
 get_new_action() (in module primaite.agents.utils), 71
 get_node_id() (primaite.nodes.node_state_instruction_green.NodeStateInstructionGreen method), 125
 get_node_of_ip() (in module primaite.agents.utils), 72
 get_node_pol_type() (primaite.nodes.node_state_instruction_green.NodeStateInstructionGreen method), 125
 get_observation_info() (primaite.environment.primaite_env.PrimaiteEnv method), 113
 get_permissions() (primaite.acl.acl_rule.ACLRule method), 50
 get_plotly_config() (in module primaite.data_viz.session_plots), 101
 get_pol_type() (primaite.nodes.node_state_instruction_red.NodeStateInstructionRed method), 127
 get_port() (primaite.acl.acl_rule.ACLRule method), 50
 get_port() (primaite.pol.ier.IER method), 136
 get_protocol() (primaite.acl.acl_rule.ACLRule method), 50
 get_protocol() (primaite.pol.ier.IER method), 136
 get_protocol_list() (primaite.links.link.Link method), 119
 get_random_file_type() (primaite.simulator.file_system.file_system.FileSystem method), 173
 get_relevant_rules() (primaite.acl.access_control_list.AccessControlList method), 48
 get_service_name() (primaite.nodes.node_state_instruction_green.NodeStateInstructionGreen method), 125
 get_service_name() (primaite.nodes.node_state_instruction_red.NodeStateInstructionRed method), 128
 get_service_state() (primaite.nodes.service_node.ServiceNode method), 132
 get_session_path() (in module primaite.agents.agent_abc), 51
 get_source_ip() (primaite.acl.acl_rule.ACLRule method), 50
 get_source_node_id() (primaite.nodes.node_state_instruction_red.NodeStateInstructionRed method), 128
 get_source_node_id() (primaite.pol.ier.IER method), 137

get_source_node_name()	(primaite.links.link.Link method), 119	has_service()	(primaite.nodes.service_node.ServiceNode method), 132
get_source_node_service()	(primaite.nodes.node_state_instruction_red.NodeStateInstructionRed method), 128	health_state_actual	(primaite.simulator.system.applications.application.Application attribute), 312
get_source_node_service_state()	(primaite.nodes.node_state_instruction_red.NodeStateInstructionRed method), 128	health_state_actual	(primaite.simulator.system.processes.process.Process attribute), 333
get_start_step()	(primaite.nodes.node_state_instruction_green.NodeStateInstructionGreen method), 125	health_state_actual	(primaite.simulator.system.services.dns_service.DNSService attribute), 341
get_start_step()	(primaite.nodes.node_state_instruction_red.NodeStateInstructionRed method), 128	health_state_actual	(primaite.simulator.system.services.service.Service attribute), 349
get_start_step()	(primaite.pol.ier.IER method), 137	health_state_actual	(primaite.simulator.system.software.IOSoftware attribute), 358
get_state()	(primaite.nodes.node_state_instruction_green.NodeStateInstructionGreen method), 125	health_state_critical	(primaite.simulator.system.software.Software attribute), 366
get_state()	(primaite.nodes.node_state_instruction_red.NodeStateInstructionRed method), 128	health_state_visible	(primaite.simulator.system.applications.application.Application attribute), 312
get_target_node_id()	(primaite.nodes.node_state_instruction_red.NodeStateInstructionRed method), 128	health_state_visible	(primaite.simulator.system.processes.process.Process attribute), 333
get_temp_session_path()	(in module tests.mock_and_patch.get_session_path_mock), 384	health_state_visible	(primaite.simulator.system.services.dns_service.DNSService attribute), 341
getLogger()	(in module primaite), 45	health_state_visible	(primaite.simulator.system.services.service.Service attribute), 349
GIF	(primaite.simulator.file_system.file_system_file_type.FileSystemFileType attribute), 185	health_state_visible	(primaite.simulator.system.software.IOSoftware attribute), 358
GOOD	(primaite.simulator.system.software.SoftwareHealthState attribute), 371	health_state_visible	(primaite.simulator.system.software.Software attribute), 366
Green agent,	404	HIGH	(primaite.simulator.system.software.SoftwareCriticality attribute), 370
GroupMembershipValidator	(class in primaite.simulator.domain.controller), 167	HIGHEST	(primaite.simulator.system.software.SoftwareCriticality attribute), 370
groups	(primaite.simulator.system.applications.application.Application attribute), 312	hostname	(primaite.simulator.network.hardware.base.Node attribute), 222
Gym,	404	hostname	(primaite.simulator.network.hardware.base.Switch attribute), 230
GZ	(primaite.simulator.file_system.file_system_file_type.FileSystemFileType attribute), 185	hostname	(primaite.simulator.system.core.packet_capture.PacketCapture attribute), 318
H		HTML	(primaite.simulator.file_system.file_system_file_type.FileSystemFileType attribute), 185
hard_coded_agent_view	(primaite.config.training_config.TrainingConfig attribute), 99	HTTP	(primaite.simulator.network.transmission.transport_layer.Port attribute), 293
HARDCODED	(primaite.common.enums.AgentIdentifier attribute), 80	HTTP_ALT	(primaite.simulator.network.transmission.transport_layer.Port attribute), 293
HardCodedACLAgent	(class in primaite.agents.hardcoded_acl), 55		
HardCodedAgentSessionABC	(class in primaite.agents.hardcoded_abc), 53		
HardCodedAgentView	(class in primaite.common.enums), 81		
HardCodedNodeAgent	(class in primaite.agents.hardcoded_node), 59		
HardwareState	(class in primaite.common.enums), 81		

HTTPS (*primaite.simulator.network.transmission.transport_layer.Port* attribute), 358
 attribute), 293
 INTERNET (*primaite.simulator.network.transmission.network_layer.Precedence* attribute), 283
 HTTPS_ALT (*primaite.simulator.network.transmission.transport_layer.Port* attribute), 293
 interpret_action_and_apply() (*primaite.environment.primaite_env.Primaite* method), 113
I
 ICMP (class in *primaite.simulator.network.hardware.base*), 202
 icmp (*primaite.simulator.network.transmission.data_link_layer.Frame* attribute), 264
 icmp_code (*primaite.simulator.network.transmission.network_layer.ICMPPacket* attribute), 271
 icmp_type (*primaite.simulator.network.transmission.network_layer.ICMPPacket* attribute), 272
 ICMPPacket (class in *primaite.simulator.network.transmission.network_layer*), 269
 ICMPType (class in *primaite.simulator.network.transmission.network_layer*), 275
 identifier (*primaite.simulator.network.transmission.network_layer.ICMPPacket* attribute), 272
 IER (class in *primaite.pol.ier*), 135
 IMAP (*primaite.simulator.network.transmission.transport_layer.Port* attribute), 293
 IMMEDIATE (*primaite.simulator.network.transmission.network_layer.Precedence* attribute), 283
 implicit_acl_rule (*primaite.config.training_config.TrainingConfig* attribute), 99
 info() (*primaite.simulator.system.core.sys_log.SysLog* method), 329
 Information Exchange Requirement (IER), 404
 init_acl() (*primaite.environment.primaite_env.Primaite* method), 113
 init_observations() (*primaite.environment.primaite_env.Primaite* method), 113
 INSTALLING (in module *primaite.simulator.system.applications.application*), 308
 INSTALLING (*primaite.simulator.system.services.service.ServiceOperatingState* attribute), 354
 installing_count (*primaite.simulator.system.applications.application.Application* attribute), 312
 installing_count (*primaite.simulator.system.services.dns_service.DNSService* attribute), 341
 installing_count (*primaite.simulator.system.services.service.Service* attribute), 349
 installing_count (*primaite.simulator.system.software.IOSoftware* attribute), 354
 IOSoftware (class in *primaite.simulator.system.software*), 354
 ip (*primaite.simulator.network.transmission.data_link_layer.Frame* attribute), 264
 ip_address (*primaite.nodes.passive_node.PassiveNode* property), 129
 ip_address (*primaite.simulator.network.hardware.base.NIC* attribute), 214
 ip_address (*primaite.simulator.system.core.packet_capture.PacketCapture* attribute), 318
 ip_network (*primaite.simulator.network.hardware.base.NIC* property), 214
 IPP (*primaite.simulator.network.transmission.transport_layer.Port* attribute), 293
 IPPacket (*primaite.simulator.network.transmission.network_layer*), 276
 IPProtocol (class in *primaite.simulator.network.transmission.network_layer*), 276
 is_blocked() (*primaite.acl.access_control_list.AccessControlList* method), 48
 is_quarantined (*primaite.simulator.file_system.file_system_folder.FileSystemFolder* attribute), 189
 is_red_ier_incoming() (in module *primaite.pol.red_agent_pol*), 138
 is_up (*primaite.simulator.network.hardware.base.Link* property), 206
 is_valid_acl_action() (in module *primaite.agents.utils*), 72
 is_valid_acl_action_extra() (in module *primaite.agents.utils*), 73
 is_valid_node_action() (in module *primaite.agents.utils*), 73
J
 JAVA (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType* attribute), 185
 JPEG (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType* attribute), 185
 JSP (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType* attribute), 185
L
 Laydown, 404
 LDAP (*primaite.simulator.network.transmission.transport_layer.Port* attribute), 293

- learn() (*primaite.agents.agent_abc.AgentSessionABC* method), 52
 - learn() (*primaite.agents.hardcoded_abc.HardCodedAgentSessionABC* method), 54
 - learn() (*primaite.agents.hardcoded_acl.HardCodedACLAgent* method), 59
 - learn() (*primaite.agents.hardcoded_node.HardCodedNodeAgent* method), 60
 - learn() (*primaite.agents.sb3.SB3Agent* method), 62
 - learn() (*primaite.agents.simple.DoNothingACLAgent* method), 64
 - learn() (*primaite.agents.simple.DoNothingNodeAgent* method), 66
 - learn() (*primaite.agents.simple.DummyAgent* method), 67
 - learn() (*primaite.agents.simple.RandomAgent* method), 69
 - learn() (*primaite.primaite_session.PrimaiteSession* method), 139
 - learn() (*tests.conftest.TempPrimaiteSession* method), 381
 - learn_all_transactions_dict() (*primaite.primaite_session.PrimaiteSession* method), 139
 - learn_all_transactions_dict() (*tests.conftest.TempPrimaiteSession* method), 381
 - learn_av_reward_per_episode_dict() (*primaite.primaite_session.PrimaiteSession* method), 139
 - learn_av_reward_per_episode_dict() (*tests.conftest.TempPrimaiteSession* method), 381
 - learning_path (*primaite.agents.agent_abc.AgentSessionABC* property), 52
 - learning_path (*primaite.agents.hardcoded_abc.HardCodedAgentSessionABC* property), 54
 - learning_path (*primaite.agents.hardcoded_acl.HardCodedACLAgent* property), 59
 - learning_path (*primaite.agents.hardcoded_node.HardCodedNodeAgent* property), 60
 - learning_path (*primaite.agents.sb3.SB3Agent* property), 62
 - learning_path (*primaite.agents.simple.DoNothingACLAgent* property), 64
 - learning_path (*primaite.agents.simple.DoNothingNodeAgent* property), 66
 - learning_path (*primaite.agents.simple.DummyAgent* property), 67
 - learning_path (*primaite.agents.simple.RandomAgent* property), 69
 - Link, 404
 - Link (class in *primaite.links.link*), 118
 - Link (class in *primaite.simulator.network.hardware.base*), 203
 - LinkStatus (class in *primaite.common.enums*), 82
 - LinkToABCILevels (class in *primaite.environment.observations*), 104
 - load() (in module *primaite.config.lay_down_config*), 91
 - load() (in module *primaite.config.training_config*), 92
 - load() (*primaite.agents.agent_abc.AgentSessionABC* method), 53
 - load() (*primaite.agents.hardcoded_abc.HardCodedAgentSessionABC* class method), 54
 - load() (*primaite.agents.hardcoded_acl.HardCodedACLAgent* class method), 59
 - load() (*primaite.agents.hardcoded_node.HardCodedNodeAgent* class method), 61
 - load() (*primaite.agents.sb3.SB3Agent* method), 63
 - load() (*primaite.agents.simple.DoNothingACLAgent* class method), 64
 - load() (*primaite.agents.simple.DoNothingNodeAgent* class method), 66
 - load() (*primaite.agents.simple.DummyAgent* class method), 68
 - load() (*primaite.agents.simple.RandomAgent* class method), 69
 - load_agent (*primaite.config.training_config.TrainingConfig* attribute), 99
 - load_lay_down_config() (*primaite.environment.primaite_env.Primaite* method), 113
 - LOCAL_ADMIN (*primaite.simulator.domain.controller.AccountGroup* attribute), 159
 - LOCAL_USER (*primaite.simulator.domain.controller.AccountGroup* attribute), 159
 - log_level() (in module *primaite.cli*), 76
 - log_off() (*primaite.simulator.domain.account.Account* method), 154
 - log_on() (*primaite.simulator.domain.account.Account* method), 154
 - log_sql_agent (in module *primaite.cli*), 76
 - LOW (*primaite.simulator.system.software.SoftwareCriticality* attribute), 370
 - LOWEST (*primaite.simulator.system.software.SoftwareCriticality* attribute), 370
- ## M
- mac_address (*primaite.simulator.network.hardware.base.NIC* attribute), 214
 - mac_address (*primaite.simulator.network.hardware.base.SwitchPort* attribute), 238
 - main_training_config_path() (in module *primaite.config.training_config*), 93
 - max_number_acl_rules (*primaite.config.training_config.TrainingConfig* attribute), 99

max_sessions (primaite.simulator.system.applications.application.Computer attribute), 312	model_computed_fields (primaite.simulator.network.protocols.arp.ARPEntity property), 244
max_sessions (primaite.simulator.system.services.dns_service.DNSService attribute), 341	model_computed_fields (primaite.simulator.network.protocols.arp.ARPPacket property), 251
max_sessions (primaite.simulator.system.services.service.Service attribute), 349	model_computed_fields (primaite.simulator.network.transmission.data_link_layer.EthernetHeader property), 257
max_sessions (primaite.simulator.system.software.IOSoftware attribute), 358	model_computed_fields (primaite.simulator.network.transmission.data_link_layer.Frame property), 264
MEDIUM (primaite.simulator.system.software.SoftwareCriticality attribute), 370	model_computed_fields (primaite.simulator.network.transmission.network_layer.ICMPPacket property), 272
metadata_file_as_dict() (primaite.primaite_session.PrimaiteSession method), 140	model_computed_fields (primaite.simulator.network.transmission.network_layer.IPHeader property), 278
metadata_file_as_dict() (tests.conftest.TempPrimaitesession method), 381	model_computed_fields (primaite.simulator.network.transmission.primaite_layer.PrimaiteHeader property), 287
MKV (primaite.simulator.file_system.file_system_file_type.FileSystemFileType attribute), 185	model_computed_fields (primaite.simulator.network.transmission.transport_layer.TCPHeader property), 297
model_computed_fields (primaite.simulator.core.SimComponent property), 147	model_computed_fields (primaite.simulator.network.transmission.transport_layer.UDPHeader property), 303
model_computed_fields (primaite.simulator.domain.account.Account property), 154	model_computed_fields (primaite.simulator.system.applications.application.Application property), 312
model_computed_fields (primaite.simulator.domain.controller.DomainController property), 163	model_computed_fields (primaite.simulator.system.core.session_manager.Session property), 322
model_computed_fields (primaite.simulator.file_system.file_system.FileSystem property), 174	model_computed_fields (primaite.simulator.system.processes.process.Process property), 333
model_computed_fields (primaite.simulator.file_system.file_system_file.FileSystemFile property), 180	model_computed_fields (primaite.simulator.system.services.dns_service.DNSService property), 341
model_computed_fields (primaite.simulator.file_system.file_system_folder.FileSystemFolder property), 189	model_computed_fields (primaite.simulator.system.services.service.Service property), 349
model_computed_fields (primaite.simulator.file_system.file_system_item_abs.FileSystemItemAbs property), 196	model_computed_fields (primaite.simulator.system.software.IOSoftware property), 358
model_computed_fields (primaite.simulator.network.hardware.base.Link property), 206	model_computed_fields (primaite.simulator.system.software.Software property), 366
model_computed_fields (primaite.simulator.network.hardware.base.NIC property), 214	model_config (primaite.simulator.core.SimComponent attribute), 147
model_computed_fields (primaite.simulator.network.hardware.base.Node property), 222	model_config (primaite.simulator.domain.account.Account attribute), 154
model_computed_fields (primaite.simulator.network.hardware.base.Node property), 222	model_config (primaite.simulator.domain.controller.DomainController attribute), 163
model_computed_fields (primaite.simulator.network.hardware.base.Switch property), 230	
model_computed_fields (primaite.simulator.network.hardware.base.SwitchPort property), 238	

<code>model_dump()</code> (<code>primaite.simulator.network.protocols.arp.ARPEntry</code> method), 251	<code>model_dump_json()</code> (<code>primaite.simulator.network.hardware.base.NIC</code> method), 251
<code>model_dump()</code> (<code>primaite.simulator.network.transmission.data_link_layer.EthernetHeader</code> method), 258	<code>model_dump_json()</code> (<code>primaite.simulator.network.hardware.base.Node</code> method), 223
<code>model_dump()</code> (<code>primaite.simulator.network.transmission.data_link_layer.EthernetFrame</code> method), 265	<code>model_dump_json()</code> (<code>primaite.simulator.network.hardware.base.Switch</code> method), 272
<code>model_dump()</code> (<code>primaite.simulator.network.transmission.network_layer.ICMPPacket</code> method), 279	<code>model_dump_json()</code> (<code>primaite.simulator.network.hardware.base.SwitchPort</code> method), 239
<code>model_dump()</code> (<code>primaite.simulator.network.transmission.primaite_layer.PrimaiteHeader</code> method), 288	<code>model_dump_json()</code> (<code>primaite.simulator.network.transmission.primaite_layer.PrimaiteHeader</code> method), 298
<code>model_dump()</code> (<code>primaite.simulator.network.transmission.transport_layer.TCPHeader</code> method), 304	<code>model_dump_json()</code> (<code>primaite.simulator.network.transmission.transport_layer.TCPHeader</code> method), 304
<code>model_dump()</code> (<code>primaite.simulator.system.applications.application.Application</code> method), 313	<code>model_dump_json()</code> (<code>primaite.simulator.network.transmission.transport_layer.UDPHeader</code> method), 313
<code>model_dump()</code> (<code>primaite.simulator.system.core.session_manager.Session</code> method), 323	<code>model_dump_json()</code> (<code>primaite.simulator.system.core.session_manager.Session</code> method), 323
<code>model_dump()</code> (<code>primaite.simulator.system.processes.process.Process</code> method), 333	<code>model_dump_json()</code> (<code>primaite.simulator.system.processes.process.Process</code> method), 333
<code>model_dump()</code> (<code>primaite.simulator.system.services.dns_service.DNSService</code> method), 342	<code>model_dump_json()</code> (<code>primaite.simulator.network.transmission.data_link_layer.Frame</code> method), 265
<code>model_dump()</code> (<code>primaite.simulator.system.services.service.Service</code> method), 350	<code>model_dump_json()</code> (<code>primaite.simulator.network.transmission.data_link_layer.Frame</code> method), 265
<code>model_dump()</code> (<code>primaite.simulator.system.software.IOSoftware</code> method), 359	<code>model_dump_json()</code> (<code>primaite.simulator.network.transmission.network_layer.ICMPPacket</code> method), 273
<code>model_dump()</code> (<code>primaite.simulator.system.software.Software</code> method), 367	<code>model_dump_json()</code> (<code>primaite.simulator.network.transmission.network_layer.ICMPPacket</code> method), 273
<code>model_dump_json()</code> (<code>primaite.simulator.core.SimComponent</code> method), 148	<code>model_dump_json()</code> (<code>primaite.simulator.network.transmission.primaite_layer.PrimaiteHeader</code> method), 288
<code>model_dump_json()</code> (<code>primaite.simulator.domain.account.Account</code> method), 155	<code>model_dump_json()</code> (<code>primaite.simulator.network.transmission.transport_layer.TCPHeader</code> method), 298
<code>model_dump_json()</code> (<code>primaite.simulator.domain.controller.DomainController</code> method), 164	<code>model_dump_json()</code> (<code>primaite.simulator.network.transmission.transport_layer.TCPHeader</code> method), 298
<code>model_dump_json()</code> (<code>primaite.simulator.file_system.file_system.FileSystem</code> method), 174	<code>model_dump_json()</code> (<code>primaite.simulator.network.transmission.transport_layer.UDPHeader</code> method), 304
<code>model_dump_json()</code> (<code>primaite.simulator.file_system.file_system_file.FileSystemFile</code> method), 181	<code>model_dump_json()</code> (<code>primaite.simulator.system.applications.application.Application</code> method), 313
<code>model_dump_json()</code> (<code>primaite.simulator.file_system.file_system_folder.FileSystemFolder</code> method), 190	<code>model_dump_json()</code> (<code>primaite.simulator.system.core.session_manager.Session</code> method), 323
<code>model_dump_json()</code> (<code>primaite.simulator.file_system.file_system_item_abs.FileSystemItemAbs</code> method), 197	<code>model_dump_json()</code> (<code>primaite.simulator.system.processes.process.Process</code> method), 334
<code>model_dump_json()</code> (<code>primaite.simulator.network.hardware.base.Link</code> method), 207	<code>model_dump_json()</code> (<code>primaite.simulator.system.services.dns_service.DNSService</code> method), 342
	<code>model_dump_json()</code> (<code>primaite.simulator.system.services.service.Service</code> method), 350

model_dump_json()	(primaite.simulator.system.software.IOSoftware method), 359	model_extra (primaite.simulator.system.services.dns_service.DNSService property), 342
model_dump_json()	(primaite.simulator.system.software.Software method), 367	model_extra (primaite.simulator.system.services.service.Service property), 350
model_extra (primaite.simulator.core.SimComponent property), 148		model_extra (primaite.simulator.system.software.IOSoftware property), 359
model_extra (primaite.simulator.domain.account.Account property), 156		model_extra (primaite.simulator.system.software.Software property), 367
model_extra (primaite.simulator.domain.controller.DomainController property), 165		model_fields (primaite.simulator.core.SimComponent attribute), 148
model_extra (primaite.simulator.file_system.file_system.FileSystem property), 175		model_fields (primaite.simulator.domain.account.Account attribute), 156
model_extra (primaite.simulator.file_system.file_system_file.FileSystemFile property), 181		model_fields (primaite.simulator.domain.controller.DomainController attribute), 165
model_extra (primaite.simulator.file_system.file_system_folder.FileSystemFolder property), 191		model_fields (primaite.simulator.file_system.file_system.FileSystem attribute), 175
model_extra (primaite.simulator.file_system.file_system_item_abcs.FileSystemItemAbcs property), 197		model_fields (primaite.simulator.file_system.file_system_file.FileSystemFile attribute), 181
model_extra (primaite.simulator.network.hardware.base.Link property), 207		model_fields (primaite.simulator.file_system.file_system_item_abcs.FileSystemItemAbcs attribute), 191
model_extra (primaite.simulator.network.hardware.base.Link property), 215		model_fields (primaite.simulator.network.hardware.base.Link attribute), 208
model_extra (primaite.simulator.network.hardware.base.NIC property), 223		model_fields (primaite.simulator.network.hardware.base.NIC attribute), 215
model_extra (primaite.simulator.network.hardware.base.Node property), 232		model_fields (primaite.simulator.network.hardware.base.Node attribute), 223
model_extra (primaite.simulator.network.hardware.base.Switch property), 239		model_fields (primaite.simulator.network.hardware.base.Switch attribute), 232
model_extra (primaite.simulator.network.protocols.arp.ARPEntry property), 246		model_fields (primaite.simulator.network.hardware.base.SwitchPort attribute), 240
model_extra (primaite.simulator.network.protocols.arp.ARPEntry property), 252		model_fields (primaite.simulator.network.protocols.arp.ARPEntry attribute), 246
model_extra (primaite.simulator.network.transmission.data_link_layer.DataLinkLayer property), 259		model_fields (primaite.simulator.network.transmission.data_link_layer.DataLinkLayer attribute), 252
model_extra (primaite.simulator.network.transmission.data_link_layer.DataLinkLayer property), 265		model_fields (primaite.simulator.network.transmission.data_link_layer.DataLinkLayer attribute), 259
model_extra (primaite.simulator.network.transmission.network_layer.NetworkLayer property), 273		model_fields (primaite.simulator.network.transmission.data_link_layer.DataLinkLayer attribute), 265
model_extra (primaite.simulator.network.transmission.network_layer.NetworkLayer property), 280		model_fields (primaite.simulator.network.transmission.network_layer.NetworkLayer attribute), 273
model_extra (primaite.simulator.network.transmission.network_layer.NetworkLayer property), 289		model_fields (primaite.simulator.network.transmission.network_layer.NetworkLayer attribute), 280
model_extra (primaite.simulator.network.transmission.transport_layer.TransportLayer property), 299		model_fields (primaite.simulator.network.transmission.network_layer.NetworkLayer attribute), 289
model_extra (primaite.simulator.network.transmission.transport_layer.TransportLayer property), 305		model_fields (primaite.simulator.network.transmission.transport_layer.TransportLayer attribute), 299
model_extra (primaite.simulator.system.applications.application.Application property), 313		model_fields (primaite.simulator.network.transmission.transport_layer.TransportLayer attribute), 305
model_extra (primaite.simulator.system.core.session_manager.SessionManager property), 323		model_fields (primaite.simulator.system.applications.application.Application attribute), 314
model_extra (primaite.simulator.system.processes.Process property), 334		model_fields (primaite.simulator.system.core.session_manager.SessionManager attribute), 323

model_fields (primaite.simulator.system.processes.process.Process property), 259			
attribute), 334	model_fields_set		(pri-
model_fields (primaite.simulator.system.services.dns_service.DNSService), 266		primaite.simulator.network.transmission.data_link_layer.Frame	property), 266
attribute), 342			
model_fields (primaite.simulator.system.services.service.Service), 273	model_fields_set		(pri-
attribute), 350		maite.simulator.network.transmission.network_layer.ICMPPacket	property), 273
model_fields (primaite.simulator.system.software.IOSoftware), 273			
attribute), 360	model_fields_set		(pri-
model_fields (primaite.simulator.system.software.Software), 280		maite.simulator.network.transmission.network_layer.IPPacket	property), 280
attribute), 367			
model_fields_set (primaite.simulator.core.SimComponent property), 148	model_fields_set		(pri-
		maite.simulator.network.transmission.primaite_layer.PrimaiteHeader	property), 289
model_fields_set (primaite.simulator.domain.account.Account property), 156	model_fields_set		(pri-
		maite.simulator.network.transmission.transport_layer.TCPHeader	property), 299
model_fields_set (primaite.simulator.domain.controller.DomainController property), 165	model_fields_set		(pri-
		maite.simulator.network.transmission.transport_layer.UDPHeader	property), 305
model_fields_set (primaite.simulator.file_system.file_system.FileSystem), 175	model_fields_set		(pri-
		maite.simulator.system.applications.application.Application	property), 314
model_fields_set (primaite.simulator.file_system.file_system_file.FileSystemFile), 181	model_fields_set		(pri-
		maite.simulator.system.core.session_manager.Session	property), 324
model_fields_set (primaite.simulator.file_system.file_system_folder.FileSystemFolder), 191	model_fields_set		(pri-
		maite.simulator.system.processes.process.Process	property), 335
model_fields_set (primaite.simulator.file_system.file_system_item_abs.FileSystemItemAbs), 197	model_fields_set		(pri-
		maite.simulator.system.services.dns_service.DNSService	property), 343
model_fields_set (primaite.simulator.network.hardware.base.Link), 208	model_fields_set		(pri-
		maite.simulator.system.services.service.Service	property), 351
model_fields_set (primaite.simulator.network.hardware.base.NIC), 216	model_fields_set		(pri-
		maite.simulator.system.software.IOSoftware	property), 360
model_fields_set (primaite.simulator.network.hardware.base.Node), 223	model_fields_set		(pri-
		maite.simulator.system.software.Software	property), 368
model_fields_set (primaite.simulator.network.hardware.base.Switch), 232	model_json_schema()		(pri-
		maite.simulator.core.SimComponent	class
model_fields_set (primaite.simulator.network.hardware.base.SwitchPort), 240	model_json_schema()		(pri-
		maite.simulator.domain.account.Account	class method), 156
model_fields_set (primaite.simulator.network.protocols.arp.ARPEntree), 246	model_json_schema()		(pri-
		maite.simulator.domain.controller.DomainController	class method), 165
model_fields_set (primaite.simulator.network.protocols.arp.ARPPacket), 252	model_json_schema()		(pri-
		maite.simulator.file_system.file_system.FileSystem	class method), 175
model_fields_set (primaite.simulator.network.transmission.data_link_layer.Ethernet), 259	model_json_schema()		(pri-
		maite.simulator.file_system.file_system_file.FileSystemFile	property), 259

	<i>class method</i>), 182		<i>class method</i>), 324
model_json_schema()	(pri- maite.simulator.file_system.file_system_folder.FileSystemFolder	model_json_schema()	(pri- maite.simulator.system.processes.process.Process
	<i>class method</i>), 191		<i>class method</i>), 335
model_json_schema()	(pri- maite.simulator.file_system.file_system_item_abc.FileSystemItem	model_json_schema()	(pri- maite.simulator.system.services.dns_service.DNSService
	<i>class method</i>), 197		<i>class method</i>), 343
model_json_schema()	(pri- maite.simulator.network.hardware.base.Link	model_json_schema()	(pri- maite.simulator.system.services.service.Service
	<i>class method</i>), 208		<i>class method</i>), 351
model_json_schema()	(pri- maite.simulator.network.hardware.base.NIC	model_json_schema()	(pri- maite.simulator.system.software.IOSoftware
	<i>class method</i>), 216		<i>class method</i>), 360
model_json_schema()	(pri- maite.simulator.network.hardware.base.Node	model_json_schema()	(pri- maite.simulator.system.software.Software
	<i>class method</i>), 224		<i>class method</i>), 368
model_json_schema()	(pri- maite.simulator.network.hardware.base.Switch	model_parametrized_name()	(pri- maite.simulator.core.SimComponent
	<i>class method</i>), 232		<i>class method</i>), 149
model_json_schema()	(pri- maite.simulator.network.hardware.base.SwitchPort	model_parametrized_name()	(pri- maite.simulator.domain.account.Account
	<i>class method</i>), 240		<i>class method</i>), 156
model_json_schema()	(pri- maite.simulator.network.protocols arp.ARPEntary	model_parametrized_name()	(pri- maite.simulator.domain.controller.DomainController
	<i>class method</i>), 246		<i>class method</i>), 166
model_json_schema()	(pri- maite.simulator.network.protocols arp.ARPPacket	model_parametrized_name()	(pri- maite.simulator.file_system.file_system.FileSystem
	<i>class method</i>), 252		<i>class method</i>), 175
model_json_schema()	(pri- maite.simulator.network.transmission.data_link_layer.Ethernet	model_parametrized_name()	(pri- maite.simulator.file_system.file_system_file.FileSystemFile
	<i>class method</i>), 259		<i>class method</i>), 182
model_json_schema()	(pri- maite.simulator.network.transmission.data_link_layer.Frame	model_parametrized_name()	(pri- maite.simulator.file_system.file_system_folder.FileSystemFolder
	<i>class method</i>), 266		<i>class method</i>), 191
model_json_schema()	(pri- maite.simulator.network.transmission.network_layer.ICMP	model_parametrized_name()	(pri- maite.simulator.file_system.file_system_item_abc.FileSystemItem
	<i>class method</i>), 273		<i>class method</i>), 198
model_json_schema()	(pri- maite.simulator.network.transmission.network_layer.IP	model_parametrized_name()	(pri- maite.simulator.network.hardware.base.Link
	<i>class method</i>), 280		<i>class method</i>), 208
model_json_schema()	(pri- maite.simulator.network.transmission.primaite_layer.Primaite	model_parametrized_name()	(pri- maite.simulator.network.hardware.base.NIC
	<i>class method</i>), 289		<i>class method</i>), 216
model_json_schema()	(pri- maite.simulator.network.transmission.transport_layer.TCP	model_parametrized_name()	(pri- maite.simulator.network.hardware.base.Node
	<i>class method</i>), 299		<i>class method</i>), 224
model_json_schema()	(pri- maite.simulator.network.transmission.transport_layer.UDP	model_parametrized_name()	(pri- maite.simulator.network.hardware.base.Switch
	<i>class method</i>), 305		<i>class method</i>), 233
model_json_schema()	(pri- maite.simulator.system.applications.application.Application	model_parametrized_name()	(pri- maite.simulator.network.hardware.base.SwitchPort
	<i>class method</i>), 314		<i>class method</i>), 240
model_json_schema()	(pri- maite.simulator.system.core.session_manager.Session	model_parametrized_name()	(pri- maite.simulator.network.protocols arp.ARPEntary

	<i>class method</i>), 246		<i>method</i>), 166
<code>model_parametrized_name()</code>	(<i>maite.simulator.network.protocols arp.ARPPacket</i> <i>class method</i>), 253	(<i>maite.simulator.file_system.file_system.FileSystem</i> <i>method</i>), 176	(<i>maite.simulator.file_system.file_system.FileSystem</i> <i>method</i>), 176
<code>model_parametrized_name()</code>	(<i>maite.simulator.network.transmission.data_link_layer.EthernetHeader</i> <i>class method</i>), 259	(<i>maite.simulator.file_system.file_system_file.FileSystemFile</i> <i>method</i>), 182	(<i>maite.simulator.file_system.file_system_file.FileSystemFile</i> <i>method</i>), 182
<code>model_parametrized_name()</code>	(<i>maite.simulator.network.transmission.data_link_layer.Frame</i> <i>class method</i>), 266	(<i>maite.simulator.file_system.file_system_folder.FileSystemFolder</i> <i>method</i>), 191	(<i>maite.simulator.file_system.file_system_folder.FileSystemFolder</i> <i>method</i>), 191
<code>model_parametrized_name()</code>	(<i>maite.simulator.network.transmission.network_layer.ICMPHeader</i> <i>class method</i>), 274	(<i>maite.simulator.file_system.file_system_item_abc.FileSystemItem</i> <i>method</i>), 198	(<i>maite.simulator.file_system.file_system_item_abc.FileSystemItem</i> <i>method</i>), 198
<code>model_parametrized_name()</code>	(<i>maite.simulator.network.transmission.network_layer.IPPacket</i> <i>class method</i>), 281	(<i>maite.simulator.network.hardware.base.Link</i> <i>method</i>), 208	(<i>maite.simulator.network.hardware.base.Link</i> <i>method</i>), 208
<code>model_parametrized_name()</code>	(<i>maite.simulator.network.transmission.primaite_layer.PrimaiteHeader</i> <i>class method</i>), 289	(<i>maite.simulator.network.hardware.base.NIC</i> <i>method</i>), 216	(<i>maite.simulator.network.hardware.base.NIC</i> <i>method</i>), 216
<code>model_parametrized_name()</code>	(<i>maite.simulator.network.transmission.transport_layer.TCPHeader</i> <i>class method</i>), 299	(<i>maite.simulator.network.hardware.base.Node</i> <i>method</i>), 224	(<i>maite.simulator.network.hardware.base.Node</i> <i>method</i>), 224
<code>model_parametrized_name()</code>	(<i>maite.simulator.network.transmission.transport_layer.UDPHeader</i> <i>class method</i>), 305	(<i>maite.simulator.network.hardware.base.Switch</i> <i>method</i>), 233	(<i>maite.simulator.network.hardware.base.Switch</i> <i>method</i>), 233
<code>model_parametrized_name()</code>	(<i>maite.simulator.system.applications.application.Application</i> <i>class method</i>), 314	(<i>maite.simulator.network.hardware.base.SwitchPort</i> <i>method</i>), 241	(<i>maite.simulator.network.hardware.base.SwitchPort</i> <i>method</i>), 241
<code>model_parametrized_name()</code>	(<i>maite.simulator.system.core.session_manager.Session</i> <i>class method</i>), 324	(<i>maite.simulator.network.protocols arp.ARPEntry</i> <i>method</i>), 247	(<i>maite.simulator.network.protocols arp.ARPEntry</i> <i>method</i>), 247
<code>model_parametrized_name()</code>	(<i>maite.simulator.system.processes.process.Process</i> <i>class method</i>), 335	(<i>maite.simulator.network.protocols arp.ARPPacket</i> <i>method</i>), 253	(<i>maite.simulator.network.protocols arp.ARPPacket</i> <i>method</i>), 253
<code>model_parametrized_name()</code>	(<i>maite.simulator.system.services.dns_service.DNSService</i> <i>class method</i>), 343	(<i>maite.simulator.network.transmission.data_link_layer.EthernetHeader</i> <i>method</i>), 260	(<i>maite.simulator.network.transmission.data_link_layer.EthernetHeader</i> <i>method</i>), 260
<code>model_parametrized_name()</code>	(<i>maite.simulator.system.services.service.Service</i> <i>class method</i>), 351	(<i>maite.simulator.network.transmission.data_link_layer.Frame</i> <i>method</i>), 266	(<i>maite.simulator.network.transmission.data_link_layer.Frame</i> <i>method</i>), 266
<code>model_parametrized_name()</code>	(<i>maite.simulator.system.software.IOSoftware</i> <i>class method</i>), 360	(<i>maite.simulator.network.transmission.network_layer.ICMPPacket</i> <i>method</i>), 274	(<i>maite.simulator.network.transmission.network_layer.ICMPPacket</i> <i>method</i>), 274
<code>model_parametrized_name()</code>	(<i>maite.simulator.system.software.Software</i> <i>class method</i>), 368	(<i>maite.simulator.network.transmission.network_layer.IPPacket</i> <i>method</i>), 281	(<i>maite.simulator.network.transmission.network_layer.IPPacket</i> <i>method</i>), 281
<code>model_post_init()</code>	(<i>maite.simulator.core.SimComponent</i> <i>method</i>), 149	(<i>maite.simulator.network.transmission.primaite_layer.PrimaiteHeader</i> <i>method</i>), 290	(<i>maite.simulator.network.transmission.primaite_layer.PrimaiteHeader</i> <i>method</i>), 290
<code>model_post_init()</code>	(<i>maite.simulator.domain.account.Account</i> <i>method</i>), 157	(<i>maite.simulator.network.transmission.transport_layer.TCPHeader</i> <i>method</i>), 300	(<i>maite.simulator.network.transmission.transport_layer.TCPHeader</i> <i>method</i>), 300
<code>model_post_init()</code>	(<i>maite.simulator.domain.controller.DomainController</i> <i>method</i>), 166	(<i>maite.simulator.network.transmission.transport_layer.UDPHeader</i> <i>method</i>), 300	(<i>maite.simulator.network.transmission.transport_layer.UDPHeader</i> <i>method</i>), 300

	<i>method</i>), 306		<i>class method</i>), 233
model_post_init()	(pri- <i>maite.simulator.system.applications.application.Application</i> <i>method</i>), 315	model_rebuild()	(pri- <i>maite.simulator.network.hardware.base.SwitchPort</i> <i>class method</i>), 241
model_post_init()	(pri- <i>maite.simulator.system.core.session_manager.Session</i> <i>method</i>), 324	model_rebuild()	(pri- <i>maite.simulator.network.protocols.arp.ARPEntry</i> <i>class method</i>), 247
model_post_init()	(pri- <i>maite.simulator.system.processes.process.Process</i> <i>method</i>), 335	model_rebuild()	(pri- <i>maite.simulator.network.protocols.arp.ARPPacket</i> <i>class method</i>), 253
model_post_init()	(pri- <i>maite.simulator.system.services.dns_service.DNSService</i> <i>method</i>), 344	model_rebuild()	(pri- <i>maite.simulator.network.transmission.data_link_layer.EthernetHe</i> <i>class method</i>), 260
model_post_init()	(pri- <i>maite.simulator.system.services.service.Service</i> <i>method</i>), 352	model_rebuild()	(pri- <i>maite.simulator.network.transmission.data_link_layer.Frame</i> <i>class method</i>), 267
model_post_init()	(pri- <i>maite.simulator.system.software.IOSoftware</i> <i>method</i>), 361	model_rebuild()	(pri- <i>maite.simulator.network.transmission.network_layer.ICMPPacket</i> <i>class method</i>), 274
model_post_init()	(pri- <i>maite.simulator.system.software.Software</i> <i>method</i>), 368	model_rebuild()	(pri- <i>maite.simulator.network.transmission.network_layer.IPPacket</i> <i>class method</i>), 281
model_rebuild()	(pri- <i>maite.simulator.core.SimComponent</i> <i>method</i>), 149	model_rebuild()	(pri- <i>maite.simulator.network.transmission.primaite_layer.PrimaiteHea</i> <i>class method</i>), 290
model_rebuild()	(pri- <i>maite.simulator.domain.account.Account</i> <i>class method</i>), 157	model_rebuild()	(pri- <i>maite.simulator.network.transmission.transport_layer.TCPHeade</i> <i>class method</i>), 300
model_rebuild()	(pri- <i>maite.simulator.domain.controller.DomainController</i> <i>class method</i>), 166	model_rebuild()	(pri- <i>maite.simulator.network.transmission.transport_layer.UDPHeade</i> <i>class method</i>), 306
model_rebuild()	(pri- <i>maite.simulator.file_system.file_system.FileSystem</i> <i>class method</i>), 176	model_rebuild()	(pri- <i>maite.simulator.system.applications.application.Application</i> <i>class method</i>), 315
model_rebuild()	(pri- <i>maite.simulator.file_system.file_system_file.FileSystemFile</i> <i>class method</i>), 182	model_rebuild()	(pri- <i>maite.simulator.system.core.session_manager.Session</i> <i>class method</i>), 324
model_rebuild()	(pri- <i>maite.simulator.file_system.file_system_folder.FileSystemFolder</i> <i>class method</i>), 192	model_rebuild()	(pri- <i>maite.simulator.system.processes.process.Process</i> <i>class method</i>), 335
model_rebuild()	(pri- <i>maite.simulator.file_system.file_system_item_abc.FileSystemItemAbc</i> <i>class method</i>), 198	model_rebuild()	(pri- <i>maite.simulator.system.services.dns_service.DNSService</i> <i>class method</i>), 344
model_rebuild()	(pri- <i>maite.simulator.network.hardware.base.Link</i> <i>class method</i>), 209	model_rebuild()	(pri- <i>maite.simulator.system.services.service.Service</i> <i>class method</i>), 352
model_rebuild()	(pri- <i>maite.simulator.network.hardware.base.NIC</i> <i>class method</i>), 216	model_rebuild()	(pri- <i>maite.simulator.system.software.IOSoftware</i> <i>class method</i>), 361
model_rebuild()	(pri- <i>maite.simulator.network.hardware.base.Node</i> <i>class method</i>), 224	model_rebuild()	(pri- <i>maite.simulator.system.software.Software</i> <i>class method</i>), 368
model_rebuild()	(pri- <i>maite.simulator.network.hardware.base.Switch</i> <i>class method</i>), 233	model_validate()	(pri- <i>maite.simulator.core.SimComponent</i> <i>class</i>), 233

	<i>method</i>), 149		<i>class method</i>), 290
model_validate()	(pri- maite.simulator.domain.account.Account class method), 157	model_validate()	(pri- maite.simulator.network.transmission.transport_layer.TCPHeader class method), 300
model_validate()	(pri- maite.simulator.domain.controller.DomainController class method), 166	model_validate()	(pri- maite.simulator.network.transmission.transport_layer.UDPHeader class method), 306
model_validate()	(pri- maite.simulator.file_system.file_system.FileSystem class method), 176	model_validate()	(pri- maite.simulator.system.applications.application.Application class method), 315
model_validate()	(pri- maite.simulator.file_system.file_system_file.FileSystemFile class method), 183	model_validate()	(pri- maite.simulator.system.core.session_manager.Session class method), 325
model_validate()	(pri- maite.simulator.file_system.file_system_folder.FileSystemFolder class method), 192	model_validate()	(pri- maite.simulator.system.processes.process.Process class method), 336
model_validate()	(pri- maite.simulator.file_system.file_system_item_abc.FileSystemItem class method), 198	model_validate()	(pri- maite.simulator.system.services.dns_service.DNSService class method), 344
model_validate()	(pri- maite.simulator.network.hardware.base.Link class method), 209	model_validate()	(pri- maite.simulator.system.services.service.Service class method), 352
model_validate()	(pri- maite.simulator.network.hardware.base.NIC class method), 217	model_validate()	(pri- maite.simulator.system.software.IOSoftware class method), 361
model_validate()	(pri- maite.simulator.network.hardware.base.Node class method), 224	model_validate()	(pri- maite.simulator.system.software.Software class method), 369
model_validate()	(pri- maite.simulator.network.hardware.base.Switch class method), 233	model_validate_json()	(pri- maite.simulator.core.SimComponent class method), 150
model_validate()	(pri- maite.simulator.network.hardware.base.SwitchPort class method), 241	model_validate_json()	(pri- maite.simulator.domain.account.Account class method), 157
model_validate()	(pri- maite.simulator.network.protocols.arp.ARPEntree class method), 247	model_validate_json()	(pri- maite.simulator.domain.controller.DomainController class method), 166
model_validate()	(pri- maite.simulator.network.protocols.arp.ARPPacket class method), 253	model_validate_json()	(pri- maite.simulator.file_system.file_system.FileSystem class method), 176
model_validate()	(pri- maite.simulator.network.transmission.data_link_layer.Ethernet class method), 260	model_validate_json()	(pri- maite.simulator.file_system.file_system_file.FileSystemFile class method), 183
model_validate()	(pri- maite.simulator.network.transmission.data_link_layer.Frame class method), 267	model_validate_json()	(pri- maite.simulator.file_system.file_system_folder.FileSystemFolder class method), 192
model_validate()	(pri- maite.simulator.network.transmission.network_layer.ICMP class method), 274	model_validate_json()	(pri- maite.simulator.file_system.file_system_item_abc.FileSystemItem class method), 199
model_validate()	(pri- maite.simulator.network.transmission.network_layer.IPPacket class method), 281	model_validate_json()	(pri- maite.simulator.network.hardware.base.Link class method), 209
model_validate()	(pri- maite.simulator.network.transmission.primaite_layer.Primaite class method), 288	model_validate_json()	(pri- maite.simulator.network.hardware.base.NIC class method), 217

	<i>class method</i>), 217		<i>class method</i>), 361
model_validate_json()	(primaite.simulator.network.hardware.base.Node <i>class method</i>), 225	model_validate_json()	(primaite.simulator.system.software.Software <i>class method</i>), 369
model_validate_json()	(primaite.simulator.network.hardware.base.Switch <i>class method</i>), 233	module	
model_validate_json()	(primaite.simulator.network.hardware.base.SwitchPort <i>class method</i>), 241	primaite, 45	
model_validate_json()	(primaite.simulator.network.protocols.arp.ARPEntry <i>class method</i>), 247	primaite.acl, 46	
model_validate_json()	(primaite.simulator.network.protocols.arp.ARPPacket <i>class method</i>), 253	primaite.acl.access_control_list, 47	
model_validate_json()	(primaite.simulator.network.transmission.data_link_layer.EthernetLink <i>class method</i>), 260	primaite.acl.acl_rule, 49	
model_validate_json()	(primaite.simulator.network.transmission.data_link_layer.FiberOpticLink <i>class method</i>), 267	primaite.agents, 50	
model_validate_json()	(primaite.simulator.network.transmission.network_layer.ICMPRequest <i>class method</i>), 274	primaite.agents.agent_abc, 51	
model_validate_json()	(primaite.simulator.network.transmission.network_layer.IPv4Request <i>class method</i>), 281	primaite.agents.hardcoded_abc, 53	
model_validate_json()	(primaite.simulator.network.transmission.primaite_layer.PrimaiteLayer <i>class method</i>), 290	primaite.agents.hardcoded_acl, 55	
model_validate_json()	(primaite.simulator.network.transmission.transport_layer.TCPRequest <i>class method</i>), 300	primaite.agents.hardcoded_node, 59	
model_validate_json()	(primaite.simulator.network.transmission.transport_layer.UDPRequest <i>class method</i>), 306	primaite.agents.rllib, 61	
model_validate_json()	(primaite.simulator.system.applications.application.Application <i>class method</i>), 315	primaite.agents.sb3, 61	
model_validate_json()	(primaite.simulator.system.core.session_manager.Session <i>class method</i>), 325	primaite.agents.simple, 63	
model_validate_json()	(primaite.simulator.system.processes.process.Process <i>class method</i>), 336	primaite.agents.utils, 69	
model_validate_json()	(primaite.simulator.system.services.dns_service.DNSService <i>class method</i>), 344	primaite.cli, 75	
model_validate_json()	(primaite.simulator.system.services.service.Service <i>class method</i>), 352	primaite.common, 77	
model_validate_json()	(primaite.simulator.system.software.IOSoftware	primaite.common.custom_typing, 77	
		primaite.common.enums, 78	
		primaite.common.protocol, 88	
		primaite.common.service, 89	
		primaite.config, 90	
		primaite.config.lay_down_config, 90	
		primaite.config.training_config, 91	
		primaite.data_viz, 100	
		primaite.data_viz.session_plots, 101	
		primaite.environment, 102	
		primaite.environment.observations, 102	
		primaite.environment.primaite_env, 109	
		primaite.environment.reward, 115	
		primaite.exceptions, 117	
		primaite.links, 118	
		primaite.links.link, 118	
		primaite.main, 120	
		primaite.nodes, 120	
		primaite.nodes.active_node, 121	
		primaite.nodes.node, 123	
		primaite.nodes.node_state_instruction_green, 124	
		primaite.nodes.node_state_instruction_red, 126	
		primaite.nodes.passive_node, 128	
		primaite.nodes.service_node, 130	
		primaite.notebooks, 134	
		primaite.pol, 134	
		primaite.pol.green_pol, 134	
		primaite.pol.ier, 135	
		primaite.pol.red_agent_pol, 137	
		primaite.primaite_session, 138	
		primaite.setup, 140	

primaite.setup.old_installation_clean_up, 140
 primaite.setup.reset_demo_notebooks, 140
 primaite.setup.reset_example_configs, 141
 primaite.simulator, 141
 primaite.simulator.core, 142
 primaite.simulator.domain, 150
 primaite.simulator.domain.account, 150
 primaite.simulator.domain.controller, 159
 primaite.simulator.file_system, 169
 primaite.simulator.file_system.file_system, 169
 primaite.simulator.file_system.file_system_file, 177
 primaite.simulator.file_system.file_system_file_type, 183
 primaite.simulator.file_system.file_system_folders, 186
 primaite.simulator.file_system.file_system_items, 193
 primaite.simulator.network, 199
 primaite.simulator.network.hardware, 199
 primaite.simulator.network.hardware.base, 200
 primaite.simulator.network.hardware.nodes, 242
 primaite.simulator.network.protocols, 242
 primaite.simulator.network.protocols.arp, 242
 primaite.simulator.network.transmission, 254
 primaite.simulator.network.transmission.data_link_layer, 254
 primaite.simulator.network.transmission.network_layer, 268
 primaite.simulator.network.transmission.primaite_layers, 284
 primaite.simulator.network.transmission.transport_layer, 291
 primaite.simulator.network.utils, 307
 primaite.simulator.system, 307
 primaite.simulator.system.applications, 307
 primaite.simulator.system.applications.applications, 308
 primaite.simulator.system.core, 317
 primaite.simulator.system.core.packet_capture, 317
 primaite.simulator.system.core.session_manager, 318
 primaite.simulator.system.core.software_manager, 327
 primaite.simulator.system.core.sys_log, 328
 primaite.simulator.system.processes, 330
 primaite.simulator.system.processes.process, 330
 primaite.simulator.system.services, 337
 primaite.simulator.system.services.dns_service, 337
 primaite.simulator.system.services.service, 345
 primaite.simulator.system.software, 354
 primaite.transactions, 372
 primaite.transactions.transaction, 372
 primaite.utils, 373
 primaite.utils.package_data, 374
 primaite.utils.session_metadata_parser, 374
 primaite.utils.session_output_reader, 375
 primaite.utils.session_output_writer, 376
 tests, 377
 tests.confstest, 378
 tests.integration_tests, 381
 tests.integration_tests.component_creation, 381
 tests.integration_tests.component_creation.test_permissions, 382
 tests.integration_tests.network, 382
 tests.integration_tests.network.test_frame_transmission, 383
 tests.integration_tests.network.test_link_connection, 383
 tests.integration_tests.network.test_nic_link_connection, 384
 tests.integration_tests.network.test_network_and_patch, 384
 tests.mock_and_patch.get_session_path_mock, 384
 tests.test_acl, 385
 tests.test_active_node, 386
 tests.test_full_legacy_config_session, 385
 tests.test_lay_down_config, 387
 tests.test_observation_space, 388
 tests.test_primaite_session, 394
 tests.test_red_random_agent_behaviour, 394
 tests.test_resetting_node, 394
 tests.test_reward, 395
 tests.test_seeding_and_deterministic_session, 396
 tests.test_service_node, 396
 tests.test_session_loading, 397
 tests.test_single_action_space, 398
 tests.test_train_eval_episode_steps, 398
 tests.test_training_config, 399
 tests.unit_tests, 399

move_file() (*primaite.simulator.file_system.file_system.FileSystem* attribute), 99
 method), 177
MP3 (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType* *enum*), 82
 attribute), 185
MP4 (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType* *enum*), 105
 attribute), 185
mtu (*primaite.simulator.network.hardware.base.NIC* attribute), 217
mtu (*primaite.simulator.network.hardware.base.SwitchPort* attribute), 241
MYSQL (*primaite.simulator.network.transmission.transport_layer.TransportLayer* attribute), 293
N
name (*primaite.simulator.file_system.file_system_file.FileSystemFile* attribute), 183
name (*primaite.simulator.file_system.file_system_folder.FileSystemFolder* attribute), 192
name (*primaite.simulator.file_system.file_system_item_abcs.FileSystemItemAbcs* attribute), 199
name (*primaite.simulator.system.applications.application.Application* attribute), 315
name (*primaite.simulator.system.processes.process.Process* attribute), 336
name (*primaite.simulator.system.services.dns_service.DNSService* attribute), 344
name (*primaite.simulator.system.services.service.Service* attribute), 352
name (*primaite.simulator.system.software.IOSoftware* attribute), 361
name (*primaite.simulator.system.software.Software* attribute), 369
Network, 404
NETWORK (*primaite.simulator.network.transmission.network_layer.NetworkLayer* attribute), 283
NetworkError, 117
NIC (*class in primaite.simulator.network.hardware.base*), 210
nics (*primaite.simulator.network.hardware.base.Node* attribute), 225
nics (*primaite.simulator.network.hardware.base.Switch* attribute), 234
Node, 405
Node (*class in primaite.nodes.node*), 123
Node (*class in primaite.simulator.network.hardware.base*), 218
node_booting_duration (*primaite.config.training_config.TrainingConfig* attribute), 99
node_reset_duration (*primaite.config.training_config.TrainingConfig* attribute), 99
node_shutdown_duration (*primaite.config.training_config.TrainingConfig* attribute), 99
NodeHardwareAction (*class in primaite.common.enums*), 82
NodeLinkTable (*class in primaite.environment.observations*), 105
NodeOperatingState (*class in primaite.simulator.network.hardware.base*), 226
NodePOLInitiator (*class in primaite.common.enums*), 83
NodePOLType (*class in primaite.common.enums*), 83
NodeSoftwareAction (*class in primaite.common.enums*), 84
NodeStateInstructionGreen (*class in primaite.nodes.node_state_instruction_green*), 124
NodeStateInstructionRed (*class in primaite.nodes.node_state_instruction_red*), 126
NodeStatuses (*class in primaite.environment.observations*), 106
NodeType (*class in primaite.common.enums*), 84
NodeUnion (*in module primaite.common.custom_typing*), 78
notebooks() (*in module primaite.cli*), 76
NTP (*primaite.simulator.network.transmission.transport_layer.Port* attribute), 293
num_eval_episodes (*primaite.config.training_config.TrainingConfig* attribute), 99
num_eval_steps (*primaite.config.training_config.TrainingConfig* attribute), 99
num_executions (*primaite.simulator.system.applications.application.Application* attribute), 316
num_group_changes (*primaite.simulator.domain.account.Account* attribute), 157
num_logoffs (*primaite.simulator.domain.account.Account* attribute), 157
num_logons (*primaite.simulator.domain.account.Account* attribute), 157
num_ports (*primaite.simulator.network.hardware.base.Switch* attribute), 234
num_train_episodes (*primaite.config.training_config.TrainingConfig* attribute), 99
num_train_steps (*primaite.config.training_config.TrainingConfig* attribute), 99
O
obs_space (*primaite.transactions.transaction.Transaction* attribute), 293

attribute), 373
 obs_space_description (primaite.transactions.transaction.Transaction *attribute*), 373
 obs_space_post (primaite.transactions.transaction.Transaction *attribute*), 373
 obs_space_pre (primaite.transactions.transaction.Transaction *attribute*), 373
 Observation, 405
 observation_space (primaite.config.training_config.TrainingConfig *attribute*), 99
 observation_space_high_value (primaite.config.training_config.TrainingConfig *attribute*), 99
 ObservationsHandler (class in primaite.environment.observations), 107
 ObservationType (class in primaite.common.enums), 85
 OFF (primaite.simulator.network.hardware.base.NodeOperatingState *attribute*), 226
 ON (primaite.simulator.network.hardware.base.NodeOperatingState *attribute*), 226
 operating_state (primaite.simulator.network.hardware.base.Node *attribute*), 225
 operating_state (primaite.simulator.network.hardware.base.Switch *attribute*), 234
 operating_state (primaite.simulator.system.applications.application.Application *attribute*), 316
 operating_state (primaite.simulator.system.processes.process.Process *attribute*), 336
 operating_state (primaite.simulator.system.services.dns_service.DNSService *attribute*), 344
 operating_state (primaite.simulator.system.services.service.Service *attribute*), 352
 operating_state (primaite.simulator.system.software.IOSoftware *attribute*), 362
 operating_state (primaite.simulator.system.software.Software *attribute*), 369
 Pattern-of-Life (PoL), 405
 PAUSED (primaite.simulator.system.processes.process.ProcessOperatingState *attribute*), 337
 PAUSED (primaite.simulator.system.services.service.ServiceOperatingState *attribute*), 354
 payload (primaite.simulator.network.transmission.data_link_layer.Frame *attribute*), 267
 PDF (primaite.simulator.file_system.file_system_file_type.FileSystemFileType *attribute*), 185
 ping() (primaite.simulator.network.hardware.base.ICMP *method*), 202
 ping() (primaite.simulator.network.hardware.base.Node *method*), 225
 ping() (primaite.simulator.network.hardware.base.Switch *method*), 234
 plot_av_reward_per_episode() (in module primaite.data_viz.session_plots), 101
 plotly_template() (in module primaite.cli), 76
 PlotlyTemplate (class in primaite.data_viz), 100
 POP3 (primaite.simulator.file_system.file_system_file_type.FileSystemFileType *attribute*), 185
 POP3 (primaite.simulator.network.transmission.transport_layer.Port *attribute*), 293
 Port (class in primaite.simulator.network.transmission.transport_layer), 291

P

PacketCapture (class in primaite.simulator.system.core.packet_capture),

ports (*primaite.simulator.system.applications.application.Application* module, 63
 attribute), 316 *primaite.agents.utils*

ports (*primaite.simulator.system.services.dns_service.DNSService* module, 69
 attribute), 344 *primaite.cli*

ports (*primaite.simulator.system.services.service.Service* module, 75
 attribute), 352 *primaite.common*

ports (*primaite.simulator.system.software.IOSoftware* module, 77
 attribute), 362 *primaite.common.custom_typing*

power_off() (*primaite.simulator.network.hardware.base.Node* module, 77
 method), 225 *primaite.common.enums*

power_off() (*primaite.simulator.network.hardware.base.Switch* module, 78
 method), 234 *primaite.common.protocol*

power_on() (*primaite.simulator.network.hardware.base.Node* module, 88
 method), 225 *primaite.common.service*

power_on() (*primaite.simulator.network.hardware.base.Switch* module, 89
 method), 234 *primaite.config*

PPO (*primaite.common.enums.AgentIdentifier* attribute),
 80 *primaite.config.lay_down_config*

PPT (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType*
 attribute), 185 *primaite.config.training_config*

PPTX (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType*
 attribute), 185 *primaite.data_viz*

Precedence (class in *primaite.simulator.network.transmission.network_layer* module, 100
 282 *primaite.data_viz.session_plots*

precedence (*primaite.simulator.network.transmission.network_layer* module, 101
 attribute), 282 *primaite.environment*

primaite *primaite.environment.observations*
 module, 45 *primaite.environment.primaite_env*

Primaite (class in *primaite.environment.primaite_env*),
 109 *primaite.environment.reward*

primaite (*primaite.simulator.network.transmission.data_link* module, 115
 attribute), 267 *primaite.exceptions*

primaite.acl module, 46 *primaite.links*

primaite.acl.access_control_list module, 47 *primaite.links.link*

primaite.acl.acl_rule module, 49 *primaite.links.link*
 module, 118

primaite.agents module, 50 *primaite.main*
 module, 120

primaite.agents.agent_abc module, 51 *primaite.nodes*
 module, 120

primaite.agents.hardcoded_abc module, 53 *primaite.nodes.active_node*
 module, 121

primaite.agents.hardcoded_acl module, 55 *primaite.nodes.node*
 module, 123

primaite.agents.hardcoded_node module, 59 *primaite.nodes.node_state_instruction_green*
 module, 124

primaite.agents.rllib module, 61 *primaite.nodes.node_state_instruction_red*
 module, 126

primaite.agents.sb3 module, 61 *primaite.nodes.passive_node*
 module, 128

primaite.agents.simple *primaite.nodes.service_node*

module, 130
 primaite.notebooks
 module, 134
 primaite.pol
 module, 134
 primaite.pol.green_pol
 module, 134
 primaite.pol.ier
 module, 135
 primaite.pol.red_agent_pol
 module, 137
 primaite.primaite_session
 module, 138
 primaite.setup
 module, 140
 primaite.setup.old_installation_clean_up
 module, 140
 primaite.setup.reset_demo_notebooks
 module, 140
 primaite.setup.reset_example_configs
 module, 141
 primaite.simulator
 module, 141
 primaite.simulator.core
 module, 142
 primaite.simulator.domain
 module, 150
 primaite.simulator.domain.account
 module, 150
 primaite.simulator.domain.controller
 module, 159
 primaite.simulator.file_system
 module, 169
 primaite.simulator.file_system.file_system
 module, 169
 primaite.simulator.file_system.file_system_file_type
 module, 177
 primaite.simulator.file_system.file_system_file_type.folder
 module, 183
 primaite.simulator.file_system.file_system_folder.item
 module, 186
 primaite.simulator.file_system.file_system_item.
 module, 193
 primaite.simulator.network
 module, 199
 primaite.simulator.network.hardware
 module, 199
 primaite.simulator.network.hardware.base
 module, 200
 primaite.simulator.network.hardware.nodes
 module, 242
 primaite.simulator.network.protocols
 module, 242
 primaite.simulator.network.protocols.arp
 module, 242
 primaite.simulator.network.transmission
 module, 254
 primaite.simulator.network.transmission.data_link_layer
 module, 254
 primaite.simulator.network.transmission.network_layer
 module, 268
 primaite.simulator.network.transmission.primaite_layer
 module, 284
 primaite.simulator.network.transmission.transport_layer
 module, 291
 primaite.simulator.network.utils
 module, 307
 primaite.simulator.system
 module, 307
 primaite.simulator.system.applications
 module, 307
 primaite.simulator.system.applications.application
 module, 308
 primaite.simulator.system.core
 module, 317
 primaite.simulator.system.core.packet_capture
 module, 317
 primaite.simulator.system.core.session_manager
 module, 318
 primaite.simulator.system.core.software_manager
 module, 327
 primaite.simulator.system.core.sys_log
 module, 328
 primaite.simulator.system.processes
 module, 330
 primaite.simulator.system.processes.process
 module, 330
 primaite.simulator.system.services
 module, 337
 primaite.simulator.system.services.dns_service
 module, 337
 primaite.simulator.system.services.service_type
 module, 345
 primaite.simulator.system.software
 module, 354
 primaite.transactions
 module, 372
 primaite.transactions.transaction
 module, 372
 primaite.utils
 module, 373
 primaite.utils.package_data
 module, 374
 primaite.utils.session_metadata_parser
 module, 374
 primaite.utils.session_output_reader
 module, 375
 primaite.utils.session_output_writer

module, 376
 PrimaiteError, 117
 PrimaiteHeader (class in primaite.simulator.network.transmission.primaite_layer), 285
 PrimaiteSession (class in primaite.primaite_session), 138
 Priority (class in primaite.common.enums), 85
 PRIORITY (primaite.simulator.network.transmission.network_layer.IPv4Cache attribute), 283
 Process (class in primaite.simulator.system.processes.process), 330
 PROCESS (primaite.simulator.system.software.SoftwareType attribute), 371
 process_arp_packet() (primaite.simulator.network.hardware.base.ARPCache method), 201
 process_icmp() (primaite.simulator.network.hardware.base.ICMP method), 202
 process_request() (primaite.simulator.core.ActionManager method), 143
 processes (primaite.simulator.network.hardware.base.Node attribute), 225
 processes (primaite.simulator.network.hardware.base.Switch attribute), 234
 ProcessOperatingState (class in primaite.simulator.system.processes.process), 337
 Protocol, 405
 Protocol (class in primaite.common.enums), 85
 Protocol (class in primaite.common.protocol), 88
 protocol (primaite.simulator.network.transmission.network_layer.IPv4Cache attribute), 282
 PY (primaite.simulator.file_system.file_system_file_type.FileSystemFileType attribute), 185

Q

quarantine() (primaite.simulator.file_system.file_system_folder.FileSystemFolder method), 192
 quarantine_status() (primaite.simulator.file_system.file_system_folder.FileSystemFolder method), 192

R

RANDOM (primaite.common.enums.AgentIdentifier attribute), 80
 random_red_agent (primaite.config.training_config.TrainingConfig attribute), 100
 RandomAgent (class in primaite.agents.simple), 68
 RAR (primaite.simulator.file_system.file_system_file_type.FileSystemFileType attribute), 186
 RDP (primaite.simulator.network.transmission.transport_layer.Port attribute), 293
 receive() (primaite.simulator.system.applications.application.Application method), 316
 receive() (primaite.simulator.system.services.dns_service.DNSService method), 345
 receive() (primaite.simulator.system.services.service.Service method), 353
 receive() (primaite.simulator.system.software.IOSoftware method), 362
 receive_frame() (primaite.simulator.network.hardware.base.NIC method), 217
 receive_frame() (primaite.simulator.network.hardware.base.Node method), 225
 receive_frame() (primaite.simulator.network.hardware.base.Switch method), 234
 receive_frame() (primaite.simulator.network.hardware.base.SwitchPort method), 241
 receive_payload_from_nic() (primaite.simulator.system.core.session_manager.SessionManager method), 326
 receive_payload_from_session_manger() (primaite.simulator.system.core.software_manager.SoftwareManager method), 328
 receive_payload_from_software_manager() (primaite.simulator.system.core.session_manager.SessionManager method), 326
 received_timestamp (primaite.simulator.network.transmission.data_link_layer.Frame attribute), 267
 RedAgent, 405
 REDIRECT (primaite.simulator.network.transmission.network_layer.ICMPTYPE attribute), 275
 reduce_patching_count() (primaite.common.service.Service method), 89
 Reference environment, 405
 register() (primaite.environment.observations.ObservationsHandler method), 108
 register_node() (primaite.simulator.domain.controller.DomainController method), 167
 remove_account_from_group() (primaite.simulator.domain.controller.DomainController method), 167
 remove_all_rules() (primaite.acl.access_control_list.AccessControlList method), 48

remove_dns_server() (primaite.simulator.network.hardware.base.NIC method), 217

remove_file() (primaite.simulator.file_system.file_system_folder.FileSystemFolder method), 192

remove_rule() (primaite.acl.access_control_list.AccessControlList method), 48

render() (primaite.environment.primaite_env.Primaite method), 113

request (primaite.simulator.network.protocols.arp.ARPPacket attribute), 254

reset() (primaite.environment.primaite_env.Primaite method), 114

reset() (primaite.nodes.active_node.ActiveNode method), 122

reset() (primaite.nodes.node.Node method), 124

reset() (primaite.nodes.passive_node.PassiveNode method), 129

reset() (primaite.nodes.service_node.ServiceNode method), 132

reset_component_for_episode() (primaite.simulator.core.SimComponent method), 150

reset_component_for_episode() (primaite.simulator.domain.account.Account method), 158

reset_component_for_episode() (primaite.simulator.domain.controller.DomainController method), 167

reset_component_for_episode() (primaite.simulator.file_system.file_system.FileSystem method), 177

reset_component_for_episode() (primaite.simulator.file_system.file_system_file.FileSystemFile method), 183

reset_component_for_episode() (primaite.simulator.file_system.file_system_folder.FileSystemFolder method), 193

reset_component_for_episode() (primaite.simulator.file_system.file_system_item_abs.FileSystemItemAbs method), 199

reset_component_for_episode() (primaite.simulator.network.hardware.base.Link method), 209

reset_component_for_episode() (primaite.simulator.network.hardware.base.NIC method), 217

reset_component_for_episode() (primaite.simulator.network.hardware.base.Node method), 226

reset_component_for_episode() (primaite.simulator.network.hardware.base.Switch method), 234

reset_component_for_episode() (primaite.simulator.network.hardware.base.SwitchPort method), 242

reset_component_for_episode() (primaite.simulator.system.applications.application.Application method), 316

reset_component_for_episode() (primaite.simulator.system.core.session_manager.Session method), 325

reset_component_for_episode() (primaite.simulator.system.processes.process.Process method), 336

reset_component_for_episode() (primaite.simulator.system.services.dns_service.DNSService method), 345

reset_component_for_episode() (primaite.simulator.system.services.service.Service method), 353

reset_component_for_episode() (primaite.simulator.system.software.IOSoftware method), 362

reset_component_for_episode() (primaite.simulator.system.software.Software method), 369

reset_environment() (primaite.environment.primaite_env.Primaite method), 114

reset_node() (primaite.environment.primaite_env.Primaite method), 114

reset_notebooks() (in module primaite.cli), 76

RESTARTING (primaite.simulator.system.services.service.ServiceOperatingSystem attribute), 354

revealed_to_red (primaite.simulator.network.hardware.base.Node attribute), 226

revealed_to_red (primaite.simulator.network.hardware.base.Switch attribute), 234

revealed_to_red (primaite.simulator.system.applications.application.Application attribute), 316

revealed_to_red (primaite.simulator.system.processes.process.Process attribute), 336

revealed_to_red (primaite.simulator.system.services.dns_service.DNSService attribute), 345

revealed_to_red (primaite.simulator.system.services.service.Service attribute), 353

revealed_to_red (primaite.simulator.system.software.IOSoftware attribute), 362

revealed_to_red (primaite.simulator.system.software.Software attribute), 369

attribute), 369
 Reward, 405
 reward (primaite.transactions.transaction.Transaction attribute), 373
 RllibAgentError, 118
 rotate_account_credentials() (primaite.simulator.domain.controller.DomainController method), 167
 rotate_all_credentials() (primaite.simulator.domain.controller.DomainController method), 167
 ROUTER_ADVERTISEMENT (primaite.simulator.network.transmission.network_layer.ICMPTType attribute), 275
 ROUTER_SOLICITATION (primaite.simulator.network.transmission.network_layer.ICMPTType attribute), 275
 ROUTINE (primaite.simulator.network.transmission.network_layer.ICMPTType attribute), 283
 RTP (primaite.simulator.network.transmission.transport_layer.Port attribute), 293
 RTP_ALT (primaite.simulator.network.transmission.transport_layer.Port attribute), 293
 RulePermissionType (class in primaite.common.enums), 86
 run() (in module primaite.main), 120
 run() (in module primaite.setup.old_installation_clean_up), 140
 run() (in module primaite.setup.reset_demo_notebooks), 141
 run() (in module primaite.setup.reset_example_configs), 141
 run_generic_set_actions() (in module tests.test_single_action_space), 398
 RUNNING (in module primaite.simulator.system.applications.application), 308
 RUNNING (primaite.simulator.system.processes.process.Process attribute), 337
 RUNNING (primaite.simulator.system.services.service.Service attribute), 354
S
 save() (primaite.agents.agent_abc.AgentSessionABC method), 53
 save() (primaite.agents.hardcoded_abc.HardCodedAgentSessionABC method), 54
 save() (primaite.agents.hardcoded_acl.HardCodedACLAgentSessionABC method), 59
 save() (primaite.agents.hardcoded_node.HardCodedNodeAgentSessionABC method), 61
 save() (primaite.agents.sb3.SB3Agent method), 63
 save() (primaite.agents.simple.DoNothingACLAgent method), 64
 save() (primaite.agents.simple.DoNothingNodeAgent method), 66
 save() (primaite.agents.simple.DummyAgent method), 68
 save() (primaite.agents.simple.RandomAgent method), 69
 save_obs_config() (primaite.environment.primaite_env.Primaite method), 114
 SB3 (primaite.common.enums.AgentFramework attribute), 79
 sb3_output_verbose_level (primaite.config.training_config.TrainingConfig attribute), 100
 SB3Agent (class in primaite.agents.sb3), 61
 SB3OutputVerboseLevel (class in primaite.common.enums), 86
 save_and_reset() (primaite.simulator.system.applications.application.Application attribute), 316
 scanning_count (primaite.simulator.system.processes.process.Process attribute), 336
 scanning_count (primaite.simulator.system.services.dns_service.DNSService attribute), 345
 scanning_count (primaite.simulator.system.services.service.Service attribute), 353
 scanning_count (primaite.simulator.system.software.IOSoftware attribute), 362
 scanning_count (primaite.simulator.system.software.Software attribute), 369
 score_node_file_system() (in module primaite.environment.reward), 116
 score_node_operating_state() (in module primaite.environment.reward), 116
 score_node_service_state() (in module primaite.environment.reward), 117
 score_node_service_state() (in module primaite.environment.reward), 117
 seed (primaite.config.training_config.TrainingConfig attribute), 100
 seed() (primaite.environment.primaite_env.Primaite method), 114
 send() (primaite.simulator.system.applications.application.Application method), 316
 send() (primaite.simulator.system.services.dns_service.DNSService method), 345
 send() (primaite.simulator.system.services.service.Service method), 353
 send() (primaite.simulator.system.software.IOSoftware method), 362

<i>method</i>), 362	<i>ServiceOperatingState</i> (class in <i>primaite.simulator.system.services.service</i>), 353
<i>send_arp_request()</i> (<i>primaite.simulator.network.hardware.base.ARPCache</i> <i>method</i>), 202	<i>services</i> (<i>primaite.simulator.network.hardware.base.Node</i> attribute), 226
<i>send_frame()</i> (<i>primaite.simulator.network.hardware.base.NIC</i> <i>method</i>), 217	<i>services</i> (<i>primaite.simulator.network.hardware.base.Switch</i> attribute), 235
<i>send_frame()</i> (<i>primaite.simulator.network.hardware.base.Node</i> <i>method</i>), 226	<i>Session</i> (class in <i>primaite.simulator.system.core.session_manager</i>), 319
<i>send_frame()</i> (<i>primaite.simulator.network.hardware.base.Switch</i> <i>method</i>), 234	<i>session()</i> (in module <i>primaite.cli</i>), 77
<i>send_frame()</i> (<i>primaite.simulator.network.hardware.base.Session</i> <i>method</i>), 242	<i>session_path</i> (<i>primaite.agents.agent_abc.AgentSessionABC</i> attribute), 53
<i>send_internal_payload()</i> (<i>primaite.simulator.system.core.software_manager.Session</i> <i>method</i>), 328	<i>session_path</i> (<i>primaite.agents.hardcoded_abc.HardCodedAgentSessionABC</i> attribute), 54
<i>send_payload_to_nic()</i> (<i>primaite.simulator.system.core.session_manager.SessionManager</i> <i>method</i>), 326	<i>session_path</i> (<i>primaite.agents.hardcoded_acl.HardCodedACLAgent</i> attribute), 59
<i>send_payload_to_session_manger()</i> (<i>primaite.simulator.system.core.software_manager.SessionManager</i> <i>method</i>), 328	<i>session_path</i> (<i>primaite.agents.hardcoded_node.HardCodedNodeAgent</i> attribute), 61
<i>send_payload_to_software_manager()</i> (<i>primaite.simulator.system.core.session_manager.SessionManager</i> <i>method</i>), 327	<i>session_path</i> (<i>primaite.agents.sb3.SB3Agent</i> attribute), 63
<i>sender_ip</i> (<i>primaite.simulator.network.protocols.arp.ARPPacket</i> attribute), 254	<i>session_path</i> (<i>primaite.agents.simple.DoNothingACLAgent</i> attribute), 64
<i>sender_mac_addr</i> (<i>primaite.simulator.network.protocols.arp.ARPPacket</i> attribute), 254	<i>session_path</i> (<i>primaite.agents.simple.DoNothingNodeAgent</i> attribute), 66
<i>sent_timestamp</i> (<i>primaite.simulator.network.transmission.data_link_layer.Frame</i> attribute), 267	<i>session_path</i> (<i>primaite.agents.simple.DummyAgent</i> attribute), 68
<i>sequence</i> (<i>primaite.simulator.network.transmission.network_layer.ICMPRequest</i> attribute), 275	<i>session_path</i> (<i>primaite.agents.simple.RandomAgent</i> attribute), 69
Service , 405	<i>session_type</i> (<i>primaite.config.training_config.TrainingConfig</i> attribute), 100
<i>Service</i> (class in <i>primaite.common.service</i>), 89	<i>SessionManager</i> (class in <i>primaite.simulator.system.core.session_manager</i>), 326
<i>Service</i> (class in <i>primaite.simulator.system.services.service</i>), 346	<i>SessionOutputWriter</i> (class in <i>primaite.utils.session_output_writer</i>), 376
<i>SERVICE</i> (<i>primaite.simulator.domain.account.AccountType</i> attribute), 158	<i>SessionType</i> (class in <i>primaite.common.enums</i>), 87
<i>SERVICE</i> (<i>primaite.simulator.system.software.SoftwareType</i> attribute), 371	<i>set_as_eval()</i> (<i>primaite.environment.primaite_env.Primaite</i> method), 115
<i>service_is_overwhelmed()</i> (<i>primaite.nodes.service_node.ServiceNode</i> <i>method</i>), 132	<i>set_file_system_state()</i> (<i>primaite.nodes.active_node.ActiveNode</i> <i>method</i>), 122
<i>service_patching_duration</i> (<i>primaite.config.training_config.TrainingConfig</i> attribute), 100	<i>set_file_system_state()</i> (<i>primaite.nodes.service_node.ServiceNode</i> <i>method</i>), 132
<i>service_running()</i> (<i>primaite.nodes.service_node.ServiceNode</i> <i>method</i>), 132	<i>set_file_system_state_if_not_compromised()</i> (<i>primaite.nodes.active_node.ActiveNode</i> <i>method</i>), 122
<i>ServiceNode</i> (class in <i>primaite.nodes.service_node</i>), 130	<i>set_file_system_state_if_not_compromised()</i> (<i>primaite.nodes.service_node.ServiceNode</i> <i>method</i>), 132
	<i>set_is_running()</i> (<i>primaite.pol.ier.IER</i> <i>method</i>), 137
	<i>set_received_timestamp()</i> (<i>primaite.simulator.network.transmission.data_link_layer.Frame</i> attribute), 275

method), 268

set_sent_timestamp() (primaite.simulator.network.transmission.data_link_layer.Frame method), 268

set_service_state() (primaite.nodes.service_node.ServiceNode method), 133

set_service_state_if_not_compromised() (primaite.nodes.service_node.ServiceNode method), 133

set_software_state_if_not_compromised() (primaite.nodes.active_node.ActiveNode method), 122

set_software_state_if_not_compromised() (primaite.nodes.service_node.ServiceNode method), 133

setup() (in module primaite.cli), 77

setup() (primaite.primaite_session.PrimaiteSession method), 140

setup() (tests.conftest.TempPrimaiteSession method), 381

SFTP (primaite.simulator.network.transmission.transport_layer.Port attribute), 293

show() (primaite.simulator.network.hardware.base.Node method), 226

show() (primaite.simulator.network.hardware.base.Switch method), 235

SHUTTING_DOWN (primaite.simulator.network.hardware.base.NodeOpenState attribute), 226

SimComponent (class in primaite.simulator.core), 144

size (primaite.simulator.file_system.file_system_file.FileSystemFile attribute), 183

size (primaite.simulator.file_system.file_system_folder.FileSystemFolder attribute), 193

size (primaite.simulator.file_system.file_system_item_abcs.FileSystemItem attribute), 199

size (primaite.simulator.network.transmission.data_link_layer.Frame property), 268

size_Mbits (primaite.simulator.network.transmission.data_link_layer.Frame attribute), 268

SMB (primaite.simulator.network.transmission.transport_layer.Port attribute), 293

SMTP (primaite.simulator.network.transmission.transport_layer.Port attribute), 294

SNMP (primaite.simulator.network.transmission.transport_layer.Port attribute), 294

SNMP_TRAP (primaite.simulator.network.transmission.transport_layer.Port attribute), 294

Software (class in primaite.simulator.system.software), 363

software_state (primaite.nodes.active_node.ActiveNode property), 122

software_state (primaite.nodes.service_node.ServiceNode property), 133

SoftwareCriticality (class in primaite.simulator.system.software), 370

SoftwareHealthState (class in primaite.simulator.system.software), 370

SoftwareManager (class in primaite.simulator.system.core.software_manager), 327

SoftwareState (class in primaite.common.enums), 87

SoftwareType (class in primaite.simulator.system.software), 371

space (primaite.environment.observations.ObservationsHandler property), 109

speed (primaite.simulator.network.hardware.base.NIC attribute), 218

speed (primaite.simulator.network.hardware.base.SwitchPort attribute), 242

SQL_SERVER (primaite.simulator.network.transmission.transport_layer.Port attribute), 294

src_ip (primaite.simulator.network.transmission.network_layer.IPPacket attribute), 282

src_mac_addr (primaite.simulator.network.transmission.data_link_layer.Frame attribute), 261

SSH (primaite.simulator.network.transmission.transport_layer.Port attribute), 294

start_file_system_scan() (primaite.nodes.active_node.ActiveNode method), 122

start_file_system_scan() (primaite.nodes.service_node.ServiceNode method), 133

StartFilesystemSession() (in module primaite.notebooks), 134

StartFilesystemSession() (in module primaite.notebooks), 134

step() (primaite.environment.primaite_env.Primaite method), 115

step_number (primaite.transactions.transaction.Transaction attribute), 373

STOPPED (primaite.simulator.system.services.service.ServiceOperatingState attribute), 354

subnet_mask (primaite.simulator.network.hardware.base.NIC attribute), 218

Switch (class in primaite.simulator.network.hardware.base), 227

switch_port_number (primaite.simulator.system.core.packet_capture.PacketCapture attribute), 318

switch_ports (primaite.simulator.network.hardware.base.Switch attribute), 235

SwitchPort (class in primaite.simulator.network.hardware.base), 235

SysLog (*class in primaite.simulator.system.core.sys_log*), 329

T

TAR (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType* attribute), 186

target_ip (*primaite.simulator.network.protocols arp.ARPPacket* attribute), 254

target_mac_addr (*primaite.simulator.network.protocols arp.ARPPacket* attribute), 254

tcp (*primaite.simulator.network.transmission.data_link_layer.Endpoint* attribute), 268

tcp (*primaite.simulator.system.applications.application.Application* attribute), 316

tcp (*primaite.simulator.system.services.dns_service.DNSService* attribute), 345

tcp (*primaite.simulator.system.services.service.Service* attribute), 353

tcp (*primaite.simulator.system.software.IOSoftware* attribute), 362

TCPFlags (*class in primaite.simulator.network.transmission.transport_layer*), 294

TCPHeader (*class in primaite.simulator.network.transmission.transport_layer*), 295

temp_application (*class in primaite.simulator.domain.controller*), 168

temp_file (*class in primaite.simulator.domain.controller*), 168

temp_folder (*class in primaite.simulator.domain.controller*), 168

temp_node (*class in primaite.simulator.domain.controller*), 168

temp_primaite_session() (*in module tests.conftest*), 379

temp_session_path() (*in module tests.conftest*), 379

TEMP_SIM_OUTPUT (*in module primaite.simulator*), 141

TempPrimaiteSession (*class in tests.conftest*), 380

test_acl_address_match_1() (*in module tests.test_acl*), 385

test_acl_address_match_2() (*in module tests.test_acl*), 385

test_acl_address_match_3() (*in module tests.test_acl*), 385

test_acl_address_match_4() (*in module tests.test_acl*), 385

test_agent_is_executing_actions_from_both_spaces() (*in module tests.test_single_action_space*), 398

TEST_ASSETS_ROOT (*in module tests*), 377

test_check_acl_block_affirmative() (*in module tests.test_acl*), 385

test_check_acl_block_negative() (*in module tests.test_acl*), 386

test_cli() (*in module tests.test_session_loading*), 397

TEST_CONFIG_ROOT (*in module tests*), 377

test_create_config_values_main_from_file() (*in module tests.test_training_config*), 399

test_create_config_values_main_from_legacy_file() (*in module tests.test_training_config*), 399

test_default_obs_space() (*in module tests.test_observation_space*), 388

test_delete_rule() (*in module tests.test_acl*), 386

test_deterministic_evaluation() (*in module tests.test_seeding_and_deterministic_session*), 396

test_eval_steps_differ_from_training() (*in module tests.test_train_eval_episode_steps*), 399

test_file_system_change() (*in module tests.test_active_node*), 386

test_file_system_change_if_not_compromised() (*in module tests.test_active_node*), 386

test_group_action_validation() (*in module tests.integration_tests.component_creation.test_permission_system*), 382

test_hierarchical_action_with_validation() (*in module tests.integration_tests.component_creation.test_permission_system*), 382

test_legacy_lay_down_config_load() (*in module tests.test_lay_down_config*), 387

test_legacy_lay_down_config_yaml_conversion() (*in module tests.test_training_config*), 399

test_legacy_training_config_run_session() (*in module tests.test_full_legacy_config_session*), 387

test_link_fails_with_same_nic() (*in module tests.integration_tests.network.test_nic_link_connection*), 384

test_link_up() (*in module tests.integration_tests.network.test_link_connection*), 383

test_load_primaite_session() (*in module tests.test_session_loading*), 397

test_load_sb3_session() (*in module tests.test_session_loading*), 398

test_multi_nic() (*in module tests.integration_tests.network.test_frame_transmission*), 383

test_node_boots_correctly() (*in module tests.test_resetting_node*), 394

test_node_resets_correctly() (*in module tests.test_resetting_node*), 395

test_node_shutdown_correctly() (*in module tests.test_resetting_node*), 395

test_node_to_node_ping() (*in module*

tests.integration_tests.network.test_frame_transmission), *tests.test_observation_space*), 390
 383 TestNodeLinkTable (class in
test_obs_shape() (*tests.test_observation_space.TestAccessControlList.test_observation_space*), 391
 method), 389 TestNodeStatuses (class in
test_obs_shape() (*tests.test_observation_space.TestLinkTrafficLevels.test_observation_space*), 392
 method), 390 tests
test_obs_shape() (*tests.test_observation_space.TestNodeLinkTable*), 377
 method), 391 tests.confstest
test_obs_shape() (*tests.test_observation_space.TestNodeStatuses*), 378
 method), 393 tests.integration_tests
test_observation_space_with_different_positions() module, 381
 (*tests.test_observation_space.TestAccessControlList.test_observation_space*), 381
 method), 389 tests.integration_tests.component_creation
 module, 381
test_observation_space_with_implicit_rule() tests.integration_tests.component_creation.test_permission
 (*tests.test_observation_space.TestAccessControlList* module, 382
 method), 389 tests.integration_tests.network
test_os_state_change() (in module module, 382
tests.test_active_node), 387 tests.integration_tests.network.test_frame_transmission
 module, 383
test_os_state_change_if_not_compromised() (in module tests.test_active_node), 387 tests.integration_tests.network.test_link_connection
 module, 383
test_primaite_session() (in module tests.integration_tests.network.test_nic_link_connection
tests.test_primaite_session), 394 module, 384
test_random_red_agent_behaviour() (in module tests.mock_and_patch
tests.test_red_random_agent_behaviour), 394 module, 384
test_registering_components() (in module tests.mock_and_patch.get_session_path_mock
tests.test_observation_space), 388 function(), 384
test_rewards_are_being_penalised_at_each_step() (in module tests.test_reward), 395 tests.test_acl
 module, 385
test_rule_hash() (in module tests.test_acl), 386 tests.test_active_node
 module, 386
test_run_loading() (in module tests.test_full_legacy_config_session
tests.test_session_loading), 398 module, 387
test_seeded_learning() (in module tests.test_lay_down_config
tests.test_seeding_and_deterministic_session), 396 module, 387
test_service_state_change() (in module tests.test_observation_space
tests.test_service_node), 397 module, 388
test_service_state_change_if_not_comprised() (in module tests.test_primaite_session
tests.test_service_node), 397 module, 394
test_single_action_space_is_valid() (in module tests.test_red_random_agent_behaviour
tests.test_single_action_space), 398 module, 394
test_switched_network() (in module tests.test_resetting_node
tests.integration_tests.network.test_frame_transmission), 383 module, 394
 383 tests.test_reward
test_value() (*tests.test_observation_space.TestNodeLinkTable*), 395
 method), 391 module, 395
test_values() (*tests.test_observation_space.TestAccessControlList*), 396
 method), 389 module, 396
test_values() (*tests.test_observation_space.TestLinkTrafficLevels*), 396
 method), 390 module, 396
test_values() (*tests.test_observation_space.TestNodeStatuses*), 397
 method), 393 module, 397
 TestAccessControlList (class in tests.test_single_action_space
tests.test_observation_space), 388 module, 398
 TestLinkTrafficLevels (class in tests.test_train_eval_episode_steps

- module, 398
 - tests.test_training_config
 - module, 399
 - tests.unit_tests
 - module, 399
 - TF (*primaite.common.enums.DeepLearningFramework* attribute), 80
 - TF2 (*primaite.common.enums.DeepLearningFramework* attribute), 80
 - time_delay (*primaite.config.training_config.TrainingConfig* attribute), 100
 - TIME_EXCEEDED (*primaite.simulator.network.transmission.network_layer.ICMPTType* attribute), 276
 - timestamp (*primaite.transactions.transaction.Transaction* attribute), 373
 - TIMESTAMP_REPLY (*primaite.simulator.network.transmission.network_layer.ICMPTType* attribute), 275
 - TIMESTAMP_REQUEST (*primaite.simulator.network.transmission.network_layer.ICMPTType* attribute), 276
 - timestamp_str (*primaite.agents.agent_abc.AgentSessionABC* property), 53
 - timestamp_str (*primaite.agents.hardcoded_abc.HardCodedAgentSessionABC* property), 54
 - timestamp_str (*primaite.agents.hardcoded_acl.HardCodedACLAgentSessionABC* property), 59
 - timestamp_str (*primaite.agents.hardcoded_node.HardCodedNodeAgentSessionABC* property), 61
 - timestamp_str (*primaite.agents.sb3.SB3Agent* property), 63
 - timestamp_str (*primaite.agents.simple.DoNothingACLAgentSessionABC* property), 64
 - timestamp_str (*primaite.agents.simple.DoNothingNodeAgentSessionABC* property), 66
 - timestamp_str (*primaite.agents.simple.DummyAgent* property), 68
 - timestamp_str (*primaite.agents.simple.RandomAgent* property), 69
 - to_dict() (*primaite.config.training_config.TrainingConfig* method), 100
 - TORCH (*primaite.common.enums.DeepLearningFramework* attribute), 80
 - total_step_count (*primaite.environment.primaite_env.Primaite* attribute), 115
 - TRAIN (*primaite.common.enums.SessionType* attribute), 87
 - TRAIN_EVAL (*primaite.common.enums.SessionType* attribute), 87
 - Training, 405
 - TrainingConfig (class in *primaite.config.training_config*), 93
 - Transaction (class in *primaite.transactions.transaction*), 372
 - transform_action_acl_enum() (in module *primaite.agents.utils*), 73
 - transform_action_acl_readable() (in module *primaite.agents.utils*), 74
 - transform_action_node_enum() (in module *primaite.agents.utils*), 74
 - transform_action_node_readable() (in module *primaite.agents.utils*), 74
 - transform_change_obs_readable() (in module *primaite.agents.utils*), 74
 - transform_obs_readable() (in module *primaite.agents.utils*), 75
 - transmit_frame() (*primaite.simulator.network.hardware.base.Link* method), 209
 - ttl (*primaite.simulator.network.transmission.network_layer.IPPacket* attribute), 282
 - turn_off() (*primaite.nodes.active_node.ActiveNode* method), 122
 - turn_off() (*primaite.nodes.node.Node* method), 124
 - turn_off() (*primaite.nodes.passive_node.PassiveNode* method), 130
 - turn_off() (*primaite.nodes.service_node.ServiceNode* method), 133
 - turn_on() (*primaite.nodes.active_node.ActiveNode* method), 122
 - turn_on() (*primaite.nodes.node.Node* method), 124
 - turn_on() (*primaite.nodes.passive_node.PassiveNode* method), 130
 - turn_on() (*primaite.nodes.service_node.ServiceNode* method), 133
 - EXT (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType* attribute), 186
- ## U
- udp (*primaite.simulator.network.transmission.data_link_layer.Frame* attribute), 268
 - udp (*primaite.simulator.system.applications.application.Application* attribute), 316
 - udp (*primaite.simulator.system.services.dns_service.DNSService* attribute), 345
 - udp (*primaite.simulator.system.services.service.Service* attribute), 353
 - udp (*primaite.simulator.system.software.IOSoftware* attribute), 362
 - UDPHeader (class in *primaite.simulator.network.transmission.transport_layer*), 301
 - UNKNOWN (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType* attribute), 186
 - unwrapped (*primaite.environment.primaite_env.Primaite* property), 115

update() (<i>primaite.environment.observations.AbstractObservationComponent</i> method), 103	update_shutdown_status() (<i>primaite.nodes.node.Node</i> method), 124
update() (<i>primaite.environment.observations.AccessControlList</i> method), 104	update_shutdown_status() (<i>primaite.nodes.passive_node.PassiveNode</i> method), 130
update() (<i>primaite.environment.observations.LinkTrafficLevels</i> method), 105	update_shutdown_status() (<i>primaite.nodes.service_node.ServiceNode</i> method), 133
update() (<i>primaite.environment.observations.NodeLinkTable</i> method), 106	update_space() (<i>primaite.environment.observations.ObservationsHandler</i> method), 109
update() (<i>primaite.environment.observations.NodeStatuses</i> method), 107	USER (<i>primaite.simulator.domain.account.AccountType</i> attribute), 158
update_booting_status() (<i>primaite.nodes.active_node.ActiveNode</i> method), 122	User app home, 405
update_booting_status() (<i>primaite.nodes.node.Node</i> method), 124	username (<i>primaite.simulator.domain.account.Account</i> attribute), 158
update_booting_status() (<i>primaite.nodes.passive_node.PassiveNode</i> method), 130	uuid (<i>primaite.agents.agent_abc.AgentSessionABC</i> property), 53
update_booting_status() (<i>primaite.nodes.service_node.ServiceNode</i> method), 133	uuid (<i>primaite.agents.hardcoded_abc.HardCodedAgentSessionABC</i> property), 55
update_environment_obs() (<i>primaite.environment.primaite_env.Primaite</i> method), 115	uuid (<i>primaite.agents.hardcoded_acl.HardCodedACLAgent</i> property), 59
update_file_system_state() (<i>primaite.nodes.active_node.ActiveNode</i> method), 122	uuid (<i>primaite.agents.hardcoded_node.HardCodedNodeAgent</i> property), 61
update_file_system_state() (<i>primaite.nodes.service_node.ServiceNode</i> method), 133	uuid (<i>primaite.agents.sb3.SB3Agent</i> property), 63
update_obs() (<i>primaite.environment.observations.ObservationsHandler</i> method), 109	uuid (<i>primaite.agents.simple.DoNothingACLAgent</i> property), 65
update_os_patching_status() (<i>primaite.nodes.active_node.ActiveNode</i> method), 122	uuid (<i>primaite.agents.simple.DoNothingNodeAgent</i> property), 66
update_os_patching_status() (<i>primaite.nodes.service_node.ServiceNode</i> method), 133	uuid (<i>primaite.agents.simple.DummyAgent</i> property), 68
update_resetting_status() (<i>primaite.nodes.active_node.ActiveNode</i> method), 123	uuid (<i>primaite.agents.simple.RandomAgent</i> property), 69
update_resetting_status() (<i>primaite.nodes.node.Node</i> method), 124	uuid (<i>primaite.simulator.core.SimComponent</i> attribute), 150
update_resetting_status() (<i>primaite.nodes.passive_node.PassiveNode</i> method), 130	uuid (<i>primaite.simulator.domain.account.Account</i> attribute), 158
update_resetting_status() (<i>primaite.nodes.service_node.ServiceNode</i> method), 133	uuid (<i>primaite.simulator.domain.controller.DomainController</i> attribute), 167
update_services_patching_status() (<i>primaite.nodes.service_node.ServiceNode</i> method), 133	uuid (<i>primaite.simulator.file_system.file_system.FileSystem</i> attribute), 177
update_shutdown_status() (<i>primaite.nodes.active_node.ActiveNode</i> method), 122	uuid (<i>primaite.simulator.file_system.file_system_file.FileSystemFile</i> attribute), 183
	uuid (<i>primaite.simulator.file_system.file_system_folder.FileSystemFolder</i> attribute), 193
	uuid (<i>primaite.simulator.file_system.file_system_item_abc.FileSystemItem</i> attribute), 199
	uuid (<i>primaite.simulator.network.hardware.base.Link</i> attribute), 210
	uuid (<i>primaite.simulator.network.hardware.base.NIC</i> attribute), 218
	uuid (<i>primaite.simulator.network.hardware.base.Node</i> attribute), 226
	uuid (<i>primaite.simulator.network.hardware.base.Switch</i> attribute), 235

`uuid` (*primaite.simulator.network.hardware.base.SwitchPort attribute*), 242

`uuid` (*primaite.simulator.system.applications.application.Application attribute*), 316

`uuid` (*primaite.simulator.system.core.session_manager.Session attribute*), 325

`uuid` (*primaite.simulator.system.processes.process.Process attribute*), 336

`uuid` (*primaite.simulator.system.services.dns_service.DNSService attribute*), 345

`uuid` (*primaite.simulator.system.services.service.Service attribute*), 353

`uuid` (*primaite.simulator.system.software.IOSoftware attribute*), 362

`uuid` (*primaite.simulator.system.software.Software attribute*), 370

V

`version()` (*in module primaite.cli*), 77

W

`wake_on_lan` (*primaite.simulator.network.hardware.base.NIC attribute*), 218

`warning()` (*primaite.simulator.system.core.sys_log.SysLog method*), 329

`WAV` (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType attribute*), 186

`WOL` (*primaite.simulator.network.transmission.transport_layer.Port attribute*), 294

`write()` (*primaite.utils.session_output_writer.SessionOutputWriter method*), 376

X

`XLS` (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType attribute*), 186

`XLSX` (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType attribute*), 186

`XML` (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType attribute*), 186

Z

`ZIP` (*primaite.simulator.file_system.file_system_file_type.FileSystemFileType attribute*), 186