

PDDL Exercises

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Exercise (I): Rockets ...

- A rocket can mean a type of engine or a vehicle that uses that engine
- Most rocket engines turn the fuel into hot gas
- A rocket engine doesn't need air, it carries with it everything it needs
- NASA uses:
 - Rockets to launch satellites and send probes to other worlds: the Atlas V, the Delta II, the Pegasus and Taurus.
 - Smaller "sounding rockets" for scientific research.
 - Working on a powerful new rocket called a heavy lift vehicle that will be able to take big loads into space

Source

Exercise (I): Rockets

- We have rockets to load and unload things or astronauts and send them back and forth space/Earth. They can fly from a start location to a destination but only once (they run out of fuel).
- Actions:
 - Load: cargo or astronauts in the rocket (infinite capacity)
 - Unload: things or astronauts from the rocket (one by one)
 - Fly: between 2 places
- Initial state: (at carol mars) (at beth earth) (at roc2 earth) (at roc3 mars)
- Goal: (at carol mars) (at beth moon)

Exercise (II): Ferry

- Let's consider a ferry that move between two ports
 - Actions:
 - Board: a car in a place
 - Sail: a ferry between 2 different places
 - Debark: a car in a place
 - Initial state: 2 cars are in Barcelona and the ferry is empty. There is only the ferry (modelled as a constant).
 - Goal: the 2 cars are in Rome

Conclusions...

- We have modelled our first PDDL domains
- Use the same name problem and domain for naming the files
- Use the extension .pddl for your files
- Use the *requirements* list to specify the type of problem
(:requirements :strips :typing :equality :fluents :conditional-effects)
- Use *type* for creating a hierarchy of objects (*recommended*)
(:types truck car - vehicle)
- Use *either* for more than one type → (in ?x - (either thing person) ?h - house)

... Conclusions

- Action effects can be more complicated than seen so far
 - They can be **universally quantified**
(forall ($?v_1 \dots ?v_n$)
 <effect>)
 - They can be **conditional**
(when <condition>
 <effect>)