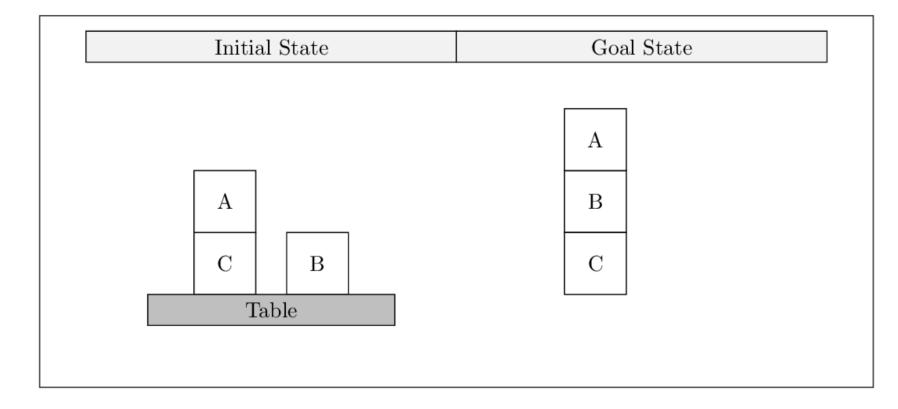
COMP90054 Workshop 4

Problem 1

Model Blocks-World as a STRIPS problem $P = \langle F, O, I, G \rangle$.

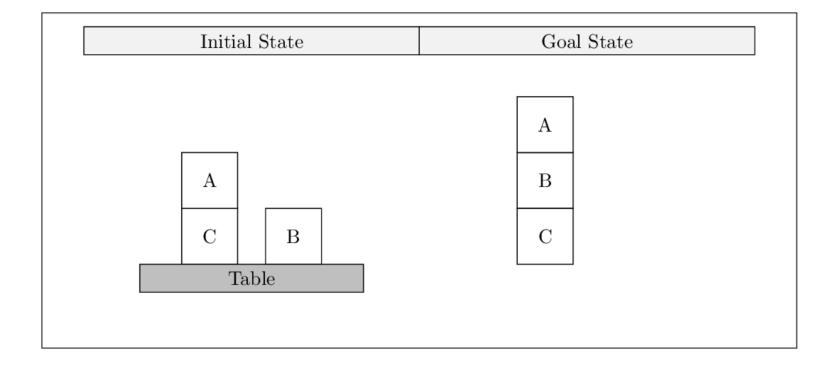
You need to define the set of facts F, the set of operators O, the goal facts G and the initial facts I.

You must also define the pre, add, and del functions.



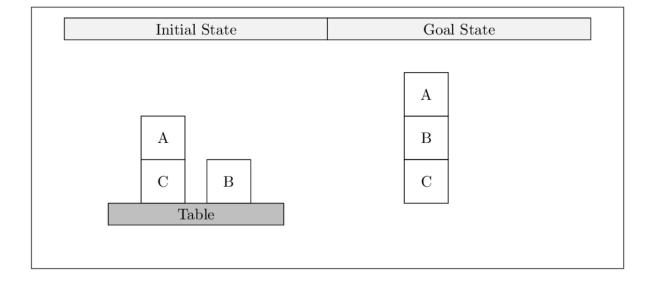
STRIPS model

- F:={on(x, y), onTable(x), clear(x), holding(x), armFree}
- I:={on(A, C), onTable(C), onTable(B), clear(A), clear(B), armFree}
- G:={on(A, B), on(B, C)}



Operators (Stack & Unstack)

```
O:=
{ stack(x,y): =
        prec:= {holding(x), clear(y)}
        add:= {clear(x), on(x,y), armFree}
        del:= {clear(y), holding(x)}
         \mid x, y \in \{A, B, C\} \text{ and } x \neq y
^ {unstack(x,y): =
        prec:= {on(x,y), clear(x), armFree}
        add:= {holding(x), clear(y)}
        del:= {clear(x), on(x,y), armFree}
         | x, y \in \{A, B, C\} \text{ and } x \neq y
```



Operators (putdown & pickup)

```
^ { putdown(x): =
       prec:= {holding(x) }
       add:= {clear(x), onTable(x), armFree}
       del:= {holding(x)}
       | x, y \in \{A, B, C\}
^ {pickup(x): =
       prec:= {onTable(x), clear(x), armFree}
       add:= {holding(x)}
       del:= {clear(x), onTable(x), armFree}
       | x, y \in \{A, B, C\}
```

```
Initial State

Goal State

A
B
C
B
C
Table
```

Does $x \neq y$ constraint matter?

How many operators in total?

```
|O| without x ≠ y:
    Stack(x,y), Unstack(x,y):
    Putdown(x), Pickup(x):
    In total:
|O| with x ≠ y:
    Stack(x,y), Unstack(x,y):
    Putdown(x), Pickup(x):
    In total:
```

How many operators in total

|O| without $x \neq y$:

Stack(x, y), Unstack(x, y): 3*3 each

Putdown(x), Pickup(x): 3 each

In total: 3*3 + 3*3 + 3 + 3 = 24

|O| with $x \neq y$:

Stack(x, y), Unstack(x, y): 2*3 each

Putdown(x), Pickup(x): 3 each

In total: 2*3 + 2*3 + 3 + 3 = 18

Stack(x, x)- Prec: holding(x), clear(x)

```
{putdown(x): =
       prec:= {holding(x) }
       add:= {clear(x), onTable(x), armFree}
       del:= {holding(x)}
       | x, y \in \{A, B, C\} \}
{pickup(x): =
       prec:= {onTable(x), clear(x), armFree}
       add:= {holding(x)}
       del:= {clear(x), onTable(x), armFree}
       | x, y \in \{A, B, C\} \}
```

Unstack(x, x)- Prec: on(x, x), clear(x)

```
{ stack(x,y): =
       prec:= {holding(x), clear(y)}
       add:= {clear(x), on(x,y), armFree}
       del:= {clear(y), holding(x)}
        | x, y \in \{A, B, C\} \}
^ {unstack(x,y): =
       prec:= {on(x,y), clear(x), armFree}
       add:= {holding(x), clear(y)}
       del:= {clear(x), on(x,y), armFree}
        | x, y \in \{A, B, C\} \}
```

Problem 2

Implement your STRIPS model in PDDL.

Remember that a PDDL implementation is split between two files: a domain file (also known as an "operator" file) and a problem file (also known as a "fact" file).

PDDL

PDDL is not a propositional language:

- Representation is lifted, using object variables to be instantiated from a finite set of objects. (Similar to predicate logic)
- Action schemas parameterized by objects.
- Predicates to be instantiated with objects.

A PDDL planning task comes in two pieces:

- The domain file and the problem file.
- The problem file gives the objects, the initial state, and the goal state.
- The domain file gives the predicates and the operators; each benchmark domain has one domain file.

Platform to run PDDL

With python and notebook

Online platform: http://editor.planning.domains/

VS Code, (Sublime) with PDDL extensions

Problem 3

- Blockworld can be modeled with only 2 actions instead of 4.
- The robot can pick up a block and put it down on another block (or the table) in a single action.
- You've got actions Move(Block, FromTable, ToBlock) and Move(Block, FromBlock, ToTable).
- You now no longer need to keep track of what the robot is holding or if the hand is empty.
- Implement a STRIPS model of this "2-operation" blocks-world in PDDL.

Sample solution

https://editor.planning.domains/#read_session=6EyrdwHdrJ