PDL Quick Reference	pip install prompt-declaration-language	pdl examples/hello/hello.pdl	
LLM call with current context	Including a PDL file	Optional keywords for any block	
<pre>model: watsonx/ibm/granite-13b-chat-v2 parameters: temperature: 0.1</pre>	<pre>import: helper_defs</pre>	description: documentation text	
	Declaring and calling functions	def: x # define variable from block	
LLM call with explicit input model: watsonx/ibm/granite-13b-chat-v2	<pre>def: add function: x: int y: int return: \${x + y} call: \${add} args: x: 2 y: 2 pdl_context: [] # optional</pre>	<pre>defs: # define multiple variables x: v1 y: v2</pre>	
parameters: temperature: 0.1 input: array: - role: user content: Hello,		role: user # or system or assistant	
		<pre>contribute: [result, context] # or less</pre>	
		<pre>parser: json # or jsonl, yaml, regex</pre>	
		<pre>spec: type # type specification</pre>	
		Executing code	
Reading from a file or stdin	Control constructs	<pre>lang: python # or jinja, pdl code: result = "Hello, world!"</pre>	
<pre>read: # optionally, add file name message: Please enter an input. multiline: true # omit to stop at \n</pre>	<pre>if: \${x > 0} then: positive else: non-negative</pre>	spec Types (shorthand for JSON Schema)	
multiline. Clue # omite to stop at \n	<pre>match: \${x} with: - case: one then: 1 - case: two then: 2</pre>	Basic types	str, int, float, bool, null
Creating data (v1, v2 can be any block)		Arrays	[int]
text: # outputs "v1v2"		Objects	{x: int, y: int}
- v1 - v2		Enums	{enum: [red, green, blue]}
lastOf: # outputs v2	<pre>for: # outputs 2_0_5 i: [1, 0, 1] j: [2, 3, 5] repeat: \${i * j} join: with: _ # optional repeat: # outputs HiHiHi text: Hi num_iterations: 3 repeat: def: x read: until: \${(x trim) == "stop"}</pre>	\${} Expressions (subset of Jinja2)	
- v1 - v2 array: # outputs [v1, v2] - v1 - v2		Basic values	"hi", 5, 3.1, true, none
		Arrays	[1, 2, 3]
		Objects	{"x": 4, "y": 5}
<pre>object: # outputs {k1: v1, k2: v2} k1: v1 k2: v2 data: # outputs {k1: v1, model: v2} k1: v1 model: v2 # no LLM call</pre>		Variables	x, y[0], z.f
		Operators	+, -, *, /, //, %, **, ~, and, or, not, ==, <, >, in
		Tests	x if x is defined else 0
		Filters	x default(0)