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## FIRST HOMEWORK

DOMAIN. PDDL MODIFICATIONS

First of all we have defined the predicate "(onconveyor ?x - block)", cause conveyor was not defined and obviously we couldnt put blocks on it.

Secondly we added an "effect" in "action pick-up" [(not (onconveyor ?x))] that specifies if the block is on conveyor or not Lastly we defined the action "put-conveyor" that moves the desidered block on conveyor

here's the code:

The action has almost the same behavior of the action "put-down" but we added  $(not\ (clear\ ?x))$  option cause we don't want that the system can pick-up the blocks on the conveyor, so doing that we block a pick-up prerequisite making the block "disappear" for the system.

## TASK01.PDDL MODIFICATIONS

Regards.

```
We have modified task01.pddl too, cause we have to change our goal
and our initial state.
We added an "E" block in the initial state and the onconveyor
statement in the goal for block B and D.
(:objects D B A C E - block)
we changed our init state, cause the init situatios must be:
Ε
D
С
В
Α
(:INIT (CLEAR E) (ONTABLE A) (ON E D) (ON D C) (ON C B) (ON B A)
(HANDEMPTY))
and finally we modified our goal to reach:
Ε
C
        D
            В
Α
(:goal (AND (ONCONVEYOR D) (ONCONVEYOR B) (ON E C) (ON C A) ))
RESULT:
We get a .soln file that represent the correct combination of the
blocks:
(unstack e d)
(put-down e)
(unstack d c)
(put-conveyor d)
(unstack c b)
(put-down c)
(unstack b a)
(put-conveyor b)
(pick-up c)
(stack c a)
(pick-up e)
(stack e c)
```