Lab 8 Planning

SUSTC

PDDL and Air Cargo Transportation Problem

- PDDL:
 - Planning Domain Definition Language
- PDDL description of an air cargo transportation planning problem:

```
Init(At(C_1, SFO) \land At(C_2, JFK) \land At(P_1, SFO) \land At(P_2, JFK) \\ \land Cargo(C_1) \land Cargo(C_2) \land Plane(P_1) \land Plane(P_2) \\ \land Airport(JFK) \land Airport(SFO)) \\ Goal(At(C_1, JFK) \land At(C_2, SFO)) \\ Action(Load(c, p, a), \\ PRECOND: At(c, a) \land At(p, a) \land Cargo(c) \land Plane(p) \land Airport(a) \\ EFFECT: \neg At(c, a) \land In(c, p)) \\ Action(Unload(c, p, a), \\ PRECOND: In(c, p) \land At(p, a) \land Cargo(c) \land Plane(p) \land Airport(a) \\ EFFECT: At(c, a) \land \neg In(c, p)) \\ Action(Fly(p, from, to), \\ PRECOND: At(p, from) \land Plane(p) \land Airport(from) \land Airport(to) \\ EFFECT: \neg At(p, from) \land At(p, to))
```

Coding Example of PDDL

```
class PDLL:
   PDLL used to define a search problem
   It stores states in a knowledge base consisting of first order logic statements
    The conjunction of these logical statements completely define a state
   def __init__(self, initial_state, actions, goal_test):
        self.kb = FolKB(initial state)
        self.actions = actions
        self.goal test func = goal test
    def goal test(self):
       return self.goal_test_func(self.kb)
    def act(self, action):
       Performs the action given as argument
       Note that action is an Expr like expr ('Remove (Glass. Table)') or expr ('Eat (Sandwich)')
        action_name = action.op
        args = action.args
        list_action = first(a for a in self.actions if a.name == action_name)
        if list action is None:
            raise Exception("Action '{}' not found".format(action_name))
        if not list_action.check_precond(self.kb, args):
            raise Exception ("Action '{}' pre-conditions not satisfied". format(action))
        list action(self.kb. args)
```

Coding Example of PDDL

```
def air_cargo():
   init = [expr('At(C1, SF0)').
           expr('At(C2, JFK)'),
            expr ('At (P1, SF0)'),
           expr ('At (P2, JFK)'),
            expr ('Cargo (C1)'),
            expr ('Cargo (C2)'),
            expr ('Plane(P1)').
           expr ('Plane (P2)'),
           expr('Airport(JFK)')
           expr('Airport(SFO)')]
   def goal test(kb):
       required = [expr('At(C1 , JFK)'), expr('At(C2 ,SF0)')]
        for q in required:
            if kb.ask(q) is False:
               return False
       return True
    ## Actions
   precond_pos = [expr("At(c, a)"), expr("At(p, a)"), expr("Cargo(c)"), expr("Plane(p)"), expr("Airport(a)")]
   precond neg = []
   effect_add = [expr("In(c, p)")]
    effect_rem = [expr("At(c, a)")]
   load = Action(expr("Load(c, p, a)"), [precond_pos, precond_neg]. [effect_add, effect rem])
    unload = Action(expr("Unload(c, p, a)"), [precond_pos, precond_neg], [effect_add, effect_rem])
    fly = Action(expr("Fly(p, f, to)"), [precond_pos, precond_neg], [effect_add, effect_rem])
    return PDLL(init, [load, unload, fly], goal test)
```

Planning with Search

Revisit tree search and graph search

```
def tree_search(problem, frontier):
    """Search through the successors of a problem to find a goal.
    The argument frontier should be an empty queue.
    Don't worry about repeated paths to a state. [Figure 3.7]"""
    frontier. append (Node (problem. initial))
    while frontier:
        node = frontier.pop()
        if problem.goal_test(node.state):
            return node
        frontier.extend(node.expand(problem))
    return None
def graph search (problem, frontier):
     ""Search through the successors of a problem to find a goal.
    The argument frontier should be an empty queue.
    If two paths reach a state, only use the first one. [Figure 3.7]"""
    frontier. append (Node (problem. initial))
    explored = set()
    while frontier:
        node = frontier.pop()
        if problem.goal_test(node.state):
            return node
        explored. add (node. state)
        frontier.extend(child for child in node.expand(problem)
                         if child. state not in explored and
                         child not in frontier)
    return None
```

Coding Example of Planning with Tree Search 1/2

```
from utils import *
import copy
airc=air cargo()
aira=airc.actions
cset=['C1','C2']
pset=['P1','P2']
lset=['SF0','JFK']
aload=[]
for c in cset:
    for p in pset:
        for loc in lset:
            aload, append (expr ('Load'+'('+c+', '+p+', '+loc+')'))
aunload=[]
for c in cset:
    for p in pset:
        for loc in lset:
            aunload.append(expr('Unload'+'('+c+','+p+','+loc+')'))
aflv=[]
for p in pset:
    for loc1 in lset:
        for loc2 in lset:
            afly.append(expr('Fly'+'('+p+','+loc1+'.'+loc2+')'))
myacts= aload[:]
myacts.extend(aunload[:])
mvacts.extend(aflv[:])
```

from planning import *

Initialization: generate all possible actions

Coding Example of Planning with Tree Search 2/2

```
def plan_search(pdllp, myacts, frontier):
    frontier.append(pdllp)
    for i in range (64):
        print(i)
        node=frontier.pop()
        if node.goal test():
             print ('Succeed')
             return node
        def pexpand(prob, myacts):
             cnodes=[]
             for ia in myacts:
                 trv.
                     ipro=copy.deepcopy(prob)
                     ipro. act(ia)
                     print ('', end='')
                     cnodes. append (ipro)
             return chodes
        childnode=pexpand(node, myacts)
        frontier.extend(childnode)
    return node
mysol=plan search(airc, myacts, FIFOQueue())
print (mysol, kb. clauses)
```

Tree search: search all states resulted from possible actions. This one cannot solve the problem. Why?