

FileEditSelectionViewGoRunTerminalHelp

EXPLORER

> OPEN EDITORS

> NO FOLDER OPENED

> OUTLINE

> TIMELINE

> PLANNING.DOMAINS

red-domain.pddl

red-prob1.pddl

red-prob2.pddl

red-prob3.pddl

red-prob4.pddl

c > Users > User > Documents > Assignment > Game-AI-Assignment > red-domain > red-prob2.pddl > {} problem

1; red-prob2.pddl

2

3(define (problem red-prob2) (:domain redriding)

4  Show hierarchy

5  (:objects red wolf home granny-house woods fair

6  )

7  View

8  (:init

9    (person red) (at red woods) (at wolf woods)

10    (know-path red woods)

11    (know-path red granny-house)

12  )

13  (:goal (and (greeting red wolf) (know-path wolf granny-house)

14  ))

15

16  ;un-comment the following line if metric is needed

17  ;(:metric minimize (???))

18  )

Planner output

meet red wolf woods

tell-path red wolf granny-house

PROBLEMS

OUTPUT

DEBUG CONSOLE

TERMINAL

Planner output

Search using Search with BFS (move, domain, goal)...

--[4294967295 / 3]--

--[2 / 3]--

--[2 / 1]--

--[1 / 1]--

--[1 / 0]--

--[0 / 0]--

Total time: -1.8999e-10

Nodes generated during search: 86

Nodes expanded during search: 2

Plan found with cost: 2

BFS search completed

0.00100: (meet red wolf woods)

Active document is not a PDDL file.

master000http://solver.planning.domains/solve

FileEditSelectionViewGoRunTerminalHelp

EXPLORER

> OPEN EDITORS

> NO FOLDER OPENED

> OUTLINE

> TIMELINE

> PLANNING.DOMAINS

red-domain.pddl

red-prob1.pddl

red-prob2.pddl

red-prob3.pddl

red-prob4.pddl

c > Users > User > Documents > Assignment > Game-AI-Assignment > red-domain > red-prob3.pddl > {} problem

1; red-prob3.pddl

2

3(define (problem red-prob3) (:domain redriding)

4Show hierarchy

5(:objects red wolf granny home granny-house woods fair flowers

6)

7View

8(:init

9(person red) (at red woods) (at wolf woods) (at granny granny-house)

10(know-path red woods)

11(know-path red granny-house)

12)

13(:goal (and (greeting red wolf) (know-path wolf granny-house) (at wolf granny-house

14))

15

16;un-comment the following line if metric is needed

17;(:metric minimize (???))

18)

Planner output

meet red wolf woods

tell-path red wolf granny-house

goto wolf woods granny-house

meet wolf granny granny-house

eat-alive wolf granny

PROBLEMS

OUTPUT

DEBUG CONSOLE

TERMINAL

Planner output

--[4294967295 / 11]--

--[4 / 11]--

--[4 / 7]--

--[3 / 7]--

--[3 / 4]--

--[2 / 4]--

--[2 / 2]--

--[1 / 2]--

--[1 / 1]--

--[1 / 0]--

--[0 / 0]--

Total time: -1.51992e-09

master

0 0 0

http://solver.planning.domains/solve

Ln 18, Col 2

Spaces: 4

UTF-8

CRLF

PDDL

Active document is not a PDDL file.

File

Edit

Selection

View

Go

Run

Terminal

Help

EXPLORER

> OPEN EDITORS

> NO FOLDER OPENED

> OUTLINE

> TIMELINE

> PLANNING.DOMAINS

domain.pddl

red-prob1.pddl

red-prob2.pddl

red-prob3.pddl

red-prob4.pddl

c > Users > User > Documents > Assignment > Game-AI-Assignment > red-domain > red-prob4.pddl > {} problem

1; red-prob4.pddl

2

3(define (problem red-prob4) (:domain redriding)

4Show hierarchy

5(:objects red wolf granny home granny-house woods fair flowers

6)

7View

8(:init

9(person red) (at red woods) (at wolf woods) (at granny granny-house)

10(know-path red granny-house)

11)

12

13(:goal (and (greeting red wolf) (know-path wolf granny-house) (at wolf granny-house)

14))

15

16;un-comment the following line if metric is needed

17;(:metric minimize (???))

18])

Planner output

meet red wolf woods

tell-path red wolf granny-house

goto wolf woods granny-house

goto red woods granny-house

meet wolf red woods

eat-alive wolf red

meet wolf granny granny-house

eat-alive wolf granny

PROBLEMS

OUTPUT

DEBUG CONSOLE

TERMINAL

Planner output

--[4294967295 / 14]--

--[6 / 14]--

--[6 / 13]--

--[6 / 10]--

--[5 / 10]--

--[5 / 9]--

--[4 / 9]--

--[4 / 7]--

--[4 / 6]--

--[3 / 6]--

--[3 / 5]--

--[3 / 4]--

master

0 0 0

http://solver.planning.domains/solve

Ln 18, Col 2

Spaces: 4

UTF-8

CRLF

PDDL

Active document is not a PDDL file.