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# **Parser PDDL to BDDs**

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**CONTENTS:**

<b>1</b>	<b>custom_types Module</b>	<b>1</b>
<b>2</b>	<b>domain Module</b>	<b>5</b>
<b>3</b>	<b>ground Module</b>	<b>7</b>
<b>4</b>	<b>parser_pddl Module</b>	<b>11</b>
<b>5</b>	<b>problem Module</b>	<b>15</b>
	<b>Python Module Index</b>	<b>17</b>
	<b>Index</b>	<b>19</b>



## CUSTOM\_TYPES MODULE

```
class src.custom_types.Action(name, parameters, preconditions, effects)
```

Represents a PDDL Action.

**name**

A descriptive name for the action.

**Type**

str

**parameters**

The list of parameters of the action.

**Type**

list[Objects]

**preconditions**

A list of tuples, with a proposition and its corresponding (boolean) value.

**Type**

list[(*Proposition*, bool)]

**effects**

A list of effects; each effect is a list of propositions and their corresponding values.

**Type**

list[list[(*Proposition*, bool)]]

**get\_effects()**

Gets action effects list.

**Return type**

list[list[tuple[*Proposition*, bool]]]

**get\_name()**

Gets action name.

**Return type**

str

**get\_parameters()**

Gets action parameters list.

**Return type**

list[*Object*]

**get\_preconditions()**

Gets action preconditions list.

**Return type**

list[tuple[*Proposition*, bool]]

**class** src.custom\_types.**Object**(*name*, *type*)

Represents a PDDL object.

**name**

A descriptive name for the object.

**Type**

str

**type**

The type of the object.

**Type**

str

**Examples**

```
>>> rooma = Object("rooma", "room")
>>> ball1 = Object("ball1", "ball")
```

**get\_name()**

Gets object's name.

**Return type**

str

**get\_type()**

Gets object's type.

**Return type**

str

**class** src.custom\_types.**Predicate**(*name*, *variable\_types*=[])

Represents a PDDL Predicate.

**name**

A descriptive name for the predicate.

**Type**

str

**variable\_types**

The list of variable types of the predicate.

**Type**

list[str]

## Examples

```
>>> at_robby = Predicate("at-robby", [ "room" ])
>>> at_ball = Predicate("at-ball", [ "ball", "room" ])
```

### **get\_name()**

Gets the predicate's name.

#### **Return type**

str

### **get\_variable\_types()**

Gets the variable types

#### **Return type**

list[str]

**class** src.custom\_types.**Proposition**(*predicate*, *objects*, *index=-1*)

Represents a PDDL Proposition, which is an instantiated predicate.

### **name**

A descriptive name for the proposition.

#### **Type**

str

### **predicate**

The predicate corresponding to the proposition.

#### **Type**

*Predicate*

### **objects**

The list of (instantiated) objects corresponding to the proposition.

#### **Type**

list[*Object*]

### **index**

An index associated with the proposition.

#### **Type**

int

## Examples

```
>>> at_ball = Predicate("at-ball", [ "ball", "room" ])
>>> objects = [ Object("ball1", "ball"), Object("rooma", "room") ]
>>> at_ball_ball1_rooma = Proposition(at_ball, objects, 0)
```

### **compare\_names(prop\_name)**

Compare the name of the proposition with the strings 'prop\_name'.

#### **Parameters**

**prop\_name** (*str*) – The string to be compared to the proposition name.

#### **Returns**

True if the name of the proposition is equal to 'prop\_name'; False otherwise.

**Return type**

bool

**get\_index()**

Gets proposition index.

**Return type**

int

**get\_objects()**

Gets objects.

**Return type**

list[*Object*]

**get\_predicate()**

Gets predicate.

**Return type**

*Predicate*



## DOMAIN MODULE

```
class src.domain.Domain(parsed_domain)
```

Represents a PDDL domain.

**constants**

A map from the names of the constants to the ‘Object’ objects.

**Type**

dict[str, list[*Object*]]

**predicates**

A map from the names of the predicates to the ‘Predicate’ objects.

**Type**

dict[str, *Predicate*]

**actions**

A list of actions.

**Type**

list[*Action*]

**pred\_to\_actions**

A dictionary mapping predicates to lists of actions that have those predicates in their preconditions.

**Type**

dict[*Predicate*, list[*Action*]]

**Examples**

```
>>> parsed_domain = parse_domain("tests/examples/gripper3.pddl")
>>> domain = Domain(parsed_domain)
```

**get\_actions()**

Gets list of domain actions.

**Return type**

list[*Action*]

**get\_constants()**

Gets name-to-Object mapping for domain constants.

**Return type**

dict[str, list[*Object*]]

**get\_pred\_to\_actions()**

Gets Predicate-to-actions mapping.

**Return type**

dict[*Predicate*, list[*Action*]]

**get\_predicates()**

Gets name-to-Predicate mapping.

**Return type**

dict[str, *Predicate*]

## GROUND MODULE

`src.ground.add_proposition_to_reached(reached_list, proposition_value, proposition_index, num_propositions)`

Assigns value 1 to the entry of the list of reached (valued) propositions corresponding to the valued proposition.

**Parameters**

- **reached\_list** (*list[int]*) – The list reached propositions.
- **proposition\_value** (*int*) – The truth value of the proposition (1 for true, 0 for false).
- **proposition\_index** (*int*) – The index corresponding to the proposition.
- **num\_propositions** (*int*) – The total number of propositions.

**Return type**

None

---

**Note:** If a proposition P has an index i, the i-th entry of the returned list correspond to the tuple (P, True), and the (n + i)-th entry to the tuple (P, False).

---

`src.ground.create_reached_list(initial_state)`

Creates the list of reached propositions at the initial state.

**Parameters**

**initial\_state** (*list[int]*) – The bitmask representing the initial truth values of propositions (1 for true, 0 for false).

**Returns**

The list indicating whether a proposition is reached or not; for those reached, the value is 0; otherwise, value is -1.

**Return type**

list[int]

---

**Note:** Each proposition P has an index i; the i-th entry of the returned list correspond to the tuple (P, True), and the (n + i)-th entry to the tuple (P, False).

---

`src.ground.enqueue_effects(frontier_queue, action, object_combination, propositions, parameters, reached)`

Enqueues propositions and their respective truth values onto a frontier queue based on an action's effects.

**Parameters**

- **frontier\_queue** (*deque[tuple[Proposition, int]]*) – A queue of (proposition, truth value) pairs representing propositions at the frontier.

- **action** ([Action](#)) – The action whose effects are being processed.
- **object\_combination** (*tuple*[[Object](#)]) – The combination of objects for which the action’s effects are being evaluated.
- **propositions** (*dict*[*str*, [Proposition](#)]) – A dictionary mapping proposition names to Proposition objects.
- **parameters** (*list*[[Object](#)]) – The list of parameters (objects) of the action.
- **reached** (*list*[*int*]) – A list indicating which propositions have already been reached.

**Return type**

None

---

**Note:** The function updates the ‘reached’ list to mark new propositions as reached, and appends the corresponding (proposition, truth value) pairs to the ‘frontier\_queue’.

---

`src.ground.find_proposition(generic_proposition, object_combination, propositions, parameters)`

Finds a specific proposition within a dictionary given a generic proposition and an object combination.

**Parameters**

- **generic\_proposition** ([Proposition](#)) – The generic proposition (template) to match.
- **object\_combination** (*tuple*[[Object](#)]) – The objects to substitute into the generic proposition.
- **propositions** (*dict*[*str*, [Proposition](#)]) – A dictionary mapping proposition names to Proposition objects.
- **parameters** (*list*[[Object](#)]) – The list of parameters (objects) used in the propositions.

**Returns**

The matching proposition from the dictionary, or None if not found.

**Return type**[Proposition](#)

`src.ground.find_reached_predicate_in_preconditions(preconditions, predicate, value)`

Among all the preconditions of an action, finds the one (if one exists) that has a proposition whose predicate is the desired one.

**Parameters**

- **preconditions** (*list*[*tuple*[[Proposition](#), *int*]]) – The list of preconditions of an action.
- **predicate** ([Predicate](#)) – The predicate we’re looking for in the propositions of the preconditions.
- **value** (*int*) – The truth value of the proposition (1 for true, 0 for false).

**Returns**

returns the matching precondition, or None if not found.

**Return type**[Union](#)[*tuple*[[Proposition](#), *int*], None]

`src.ground.get_action_parameters_and_preconditions(action)`

Retrieves the preconditions and parameters of an action.

**Parameters**

**action** (*Action*) – The action object.

**Returns**

**A tuple containing:**

- A list of preconditions, where each precondition is a tuple of a Proposition and its truth value (True or False).
- A list of objects representing the parameters required for the action.

**Return type**

tuple[list[tuple[*Proposition*, bool]], list[*Object*]]

`src.ground.get_element_from_frontier(frontier_queue)`

Pops and returns the front element from the frontier queue along with its proposition's index.

**Parameters**

**frontier\_queue** (*deque[tuple[Proposition, int]]*) – A queue of (proposition, truth value) pairs representing propositions at the frontier. A proposition reaches the frontier if it lies in the effects list of a reachable action (see definition elsewhere).

**Returns**

**A tuple containing:**

- The popped proposition
- Its corresponding truth value (1 for true, 0 for false)
- The index associated with the proposition

**Return type**

tuple[*Proposition*, int, int]

`src.ground.get_parameters_combinations(parameters, fixed_object, dict_objects)`

Generates all unique combinations of objects that can be assigned to a set of parameters.

**Parameters**

- **parameters** (*list[Object]*) – A list of parameter objects for which combinations need to be generated.
- **fixed\_object** (*dict[Object, list[Object]]*) – A dictionary mapping parameter objects to their fixed values. If a parameter is not in this dictionary, it is considered variable.
- **dict\_objects** (*dict[str, list[Object]]*) – A dictionary mapping object types (as strings) to lists of objects of that type.

**Returns**

A list of tuples, where each tuple represents a unique combination of objects that can be assigned to the parameters.

**Return type**

list[tuple[*Object*]]

`src.ground.run_ground(initial_state, list_propositions, dict_propositions, pred_to_actions, dict_objects)`

Given an initial state, computes the list of reachable actions, along with the list of reachable propositions.

**Parameters**

- **initial\_state** (*list[int]*) – The initial state represented as a bitmask (1 for true, 0 for false) for each proposition.

- **list\_propositions** (*list*[*Proposition*]) – The list of all propositions in the domain.
- **dict\_propositions** (*dict*[*str*, *Proposition*]) – A dictionary mapping proposition names to *Proposition* objects.
- **pred\_to\_actions** (*dict*[*Predicate*, *list*[*Action*]]) – A dictionary mapping predicates to lists of actions that have those predicates in their preconditions.
- **dict\_objects** (*dict*[*str*, *list*[*Object*]]) – A dictionary mapping object types (as strings) to lists of objects of that type.

#### Returns

##### A tuple containing:

- A list of tuples where each tuple represents a reachable action and its corresponding object combination.
- A list indicating whether each proposition (and its negation) is reachable (1) or not (-1).

#### Return type

*tuple*[*list*[*tuple*[*Action*, *tuple*[*Object*]]], *list*[*int*]]

---

**Note:** The algorithm iteratively explores the state space by adding reached propositions to a frontier queue. It checks if actions' preconditions are satisfied by the reached propositions and their combinations. If so, the action's effects are enqueued, expanding the frontier. The process continues until all reachable propositions and actions are found.

---

`src.ground.store_initial_queue(initial_state, propositions)`

Enqueue the pairs composed by the propositions and their respective truth values at the initial state.

#### Parameters

- **initial\_state** (*list*[*int*]) – The bitmask representing the initial truth values of propositions (1 for true, 0 for false).
- **propositions** (*list*[*Proposition*]) – The list of all possible propositions in the domain.

#### Returns

A queue with the tuples corresponding to the initial state.

#### Return type

*deque*[*tuple*[*Proposition*, *int*]]

## PARSER\_PDDL MODULE

**class** `src.parser_pddl.Parser`(*domain\_path, problem\_path*)

Represents the Parser, the central unit for domain and problem analysis.

**domain**

The parsed representation of the planning domain.

**Type**

*Domain*

**problem**

The parsed representation of the specific planning problem.

**Type**

*Problem*

**actions**

The list of actions defined in the domain.

**Type**

list[*Action*]

**objects**

A dictionary mapping object types (str) to lists of corresponding objects.

**Type**

dict[str, list[*Object*]]

**propositions**

The list of all possible propositions in the domain.

**Type**

list[*Proposition*]

**dict\_propositions**

A dictionary mapping proposition names (str) to Proposition objects.

**Type**

dict[str, *Proposition*]

**initial\_state**

The bitmask representing the initial truth values of propositions (1 for true, 0 for false).

**Type**

list[int]

**goal\_state**

The bitmask representing the goal truth values of propositions (1 for true, 0 for false, -1 for don't care).

**Type**

list[int]

**Examples**

```
>>> parser1 = Parser("tests/examples/gripper3.pddl", "tests/examples/gripper3_3_
↳ balls.pddl")
>>> parser2 = Parser("tests/examples/triangle-tire.pddl", "tests/examples/triangle-
↳ tire-1.pddl")
```

**get\_actions()**

Gets domain action list.

**Return type**

list[*Action*]

**get\_dict\_propositions()**

Gets name-to-Proposition mapping.

**Return type**

dict[str, *Proposition*]

**get\_goal\_state()**

Gets problem goal state mapping.

**Return type**

list[int]

**get\_initial\_state()**

Gets problem initial state bitmap.

**Return type**

list[int]

**get\_propositions()**

Gets domain propositions list.

**Return type**

list[*Proposition*]

**get\_reachable\_actions()**

Gets the list of reachable actions, which is a list of pairs composed by the action and its respective parameters.

**print\_bdds(output\_file)**

Writes the problem definition, propositions, initial state, and goal state in a structured format to a file.

This method generates a file containing a structured representation of the planning problem, including:

- Problem Name: Enclosed in 'begin\_problem\_name' and 'end\_problem\_name' tags.
- Propositions: Enclosed in 'begin\_propositions' and 'end\_propositions' tags, along with their indices.
- Initial State: Enclosed in 'begin\_initial\_state' and 'end\_initial\_state' tags, with truth values for each proposition.



- Goal State: Enclosed in 'begin\_goal\_state' and 'end\_goal\_state' tags, with truth values for defined goal propositions.
- Reachable Actions: Enclosed in 'begin\_actions' and 'end\_actions' tags, with their respective preconditions and effects.
- Reachable Propositions: Enclosed in 'begin\_reachable\_propositions' and 'end\_reachable\_propositions' tags, with the indices of the reachable propositions.

**Parameters**

**output\_file\_path** (*str*) – The path to the file where the output should be written.

**Return type**

None



## PROBLEM MODULE

```
class src.problem.Problem(parsed_problem)
```

Represents a PDDL problem.

**name**

A descriptive name for the planning problem.

**Type**

str

**objects**

A map from object types (strings) to lists of instances of the ‘Object’ class.

**Type**

dict[str, list[*Object*]]

### Examples

```
>>> parsed_problem = pddl.parse_problem("tests/examples/gripper3_3_balls.pddl")
>>> problem = Problem(parsed_problem)
```

**get\_name()**

Gets problem name.

**Return type**

str

**get\_objects()**

Gets type-to-Object mapping for problem objects.

**Return type**

dict[str, list[*Object*]]



## PYTHON MODULE INDEX

### S

`src.custom_types`, [1](#)  
`src.domain`, [5](#)  
`src.ground`, [7](#)  
`src.parser_pddl`, [11](#)  
`src.problem`, [15](#)



## A

Action (class in *src.custom\_types*), 1  
actions (*src.domain.Domain* attribute), 5  
actions (*src.parser\_pddl.Parser* attribute), 11  
add\_proposition\_to\_reached() (in module *src.ground*), 7

## C

compare\_names() (*src.custom\_types.Proposition* method), 3  
constants (*src.domain.Domain* attribute), 5  
create\_reached\_list() (in module *src.ground*), 7

## D

dict\_propositions (*src.parser\_pddl.Parser* attribute), 11  
Domain (class in *src.domain*), 5  
domain (*src.parser\_pddl.Parser* attribute), 11

## E

effects (*src.custom\_types.Action* attribute), 1  
enqueue\_effects() (in module *src.ground*), 7

## F

find\_proposition() (in module *src.ground*), 8  
find\_reached\_predicate\_in\_preconditions() (in module *src.ground*), 8

## G

get\_action\_parameters\_and\_preconditions() (in module *src.ground*), 8  
get\_actions() (*src.domain.Domain* method), 5  
get\_actions() (*src.parser\_pddl.Parser* method), 12  
get\_constants() (*src.domain.Domain* method), 5  
get\_dict\_propositions() (*src.parser\_pddl.Parser* method), 12  
get\_effects() (*src.custom\_types.Action* method), 1  
get\_element\_from\_frontier() (in module *src.ground*), 9  
get\_goal\_state() (*src.parser\_pddl.Parser* method), 12

get\_index() (*src.custom\_types.Proposition* method), 4  
get\_initial\_state() (*src.parser\_pddl.Parser* method), 12  
get\_name() (*src.custom\_types.Action* method), 1  
get\_name() (*src.custom\_types.Object* method), 2  
get\_name() (*src.custom\_types.Predicate* method), 3  
get\_name() (*src.problem.Problem* method), 15  
get\_objects() (*src.custom\_types.Proposition* method), 4  
get\_objects() (*src.problem.Problem* method), 15  
get\_parameters() (*src.custom\_types.Action* method), 1  
get\_parameters\_combinations() (in module *src.ground*), 9  
get\_preconditions() (*src.custom\_types.Action* method), 1  
get\_pred\_to\_actions() (*src.domain.Domain* method), 5  
get\_predicate() (*src.custom\_types.Proposition* method), 4  
get\_predicates() (*src.domain.Domain* method), 6  
get\_propositions() (*src.parser\_pddl.Parser* method), 12  
get\_reachable\_actions() (*src.parser\_pddl.Parser* method), 12  
get\_type() (*src.custom\_types.Object* method), 2  
get\_variable\_types() (*src.custom\_types.Predicate* method), 3  
goal\_state (*src.parser\_pddl.Parser* attribute), 11

## I

index (*src.custom\_types.Proposition* attribute), 3  
initial\_state (*src.parser\_pddl.Parser* attribute), 11

## M

module  
src.custom\_types, 1  
src.domain, 5  
src.ground, 7  
src.parser\_pddl, 11  
src.problem, 15

## N

name (*src.custom\_types.Action attribute*), 1  
 name (*src.custom\_types.Object attribute*), 2  
 name (*src.custom\_types.Predicate attribute*), 2  
 name (*src.custom\_types.Proposition attribute*), 3  
 name (*src.problem.Problem attribute*), 15

## O

Object (*class in src.custom\_types*), 2  
 objects (*src.custom\_types.Proposition attribute*), 3  
 objects (*src.parser\_pddl.Parser attribute*), 11  
 objects (*src.problem.Problem attribute*), 15

## P

parameters (*src.custom\_types.Action attribute*), 1  
 Parser (*class in src.parser\_pddl*), 11  
 preconditions (*src.custom\_types.Action attribute*), 1  
 pred\_to\_actions (*src.domain.Domain attribute*), 5  
 Predicate (*class in src.custom\_types*), 2  
 predicate (*src.custom\_types.Proposition attribute*), 3  
 predicates (*src.domain.Domain attribute*), 5  
 print\_bdds() (*src.parser\_pddl.Parser method*), 12  
 Problem (*class in src.problem*), 15  
 problem (*src.parser\_pddl.Parser attribute*), 11  
 Proposition (*class in src.custom\_types*), 3  
 propositions (*src.parser\_pddl.Parser attribute*), 11

## R

run\_ground() (*in module src.ground*), 9

## S

src.custom\_types  
     module, 1  
 src.domain  
     module, 5  
 src.ground  
     module, 7  
 src.parser\_pddl  
     module, 11  
 src.problem  
     module, 15  
 store\_initial\_queue() (*in module src.ground*), 10

## T

type (*src.custom\_types.Object attribute*), 2

## V

variable\_types (*src.custom\_types.Predicate attribute*),  
     2