

PDDL

-

```

1 ; Domain File
2 (define (domain tsp)
3   (:requirements :typing)
4   (:types node)
5
6   ;; Define the facts in the problem
7   ;; "?" denotes a variable, "-" a type
8   (:predicates
9     (at ?pos - node)
10    (connected ?start ?end - node)
11    (visited ?end - node)
12  )
13
14  ;; Define the action(s)
15  (:action move
16    :parameters (?start ?end - node)
17    :precondition (and
18      (at ?start)
19      (connected ?start ?end)
20    )
21    :effect (and
22      (at ?end)
23      (visited ?end)
24      (not (at ?start))
25    )
26  )
27 )

```

```

1 ; Problem File
2 (define (problem tsp-01)
3   (:domain tsp)
4   (:objects Sydney Adelaide Brisbane Perth Darwin - node)
5
6   ;; Define the initial situation
7   (:init
8     (connected Sydney Brisbane)
9     (connected Brisbane Sydney)
10    (connected Adelaide Sydney)
11    (connected Sydney Adelaide)
12    (connected Adelaide Perth)
13    (connected Perth Adelaide)
14    (connected Adelaide Darwin)
15    (connected Darwin Adelaide)
16    (at Sydney)
17  )
18  (:goal
19    (and
20      (at Sydney)
21      (visited Sydney)
22      (visited Adelaide)
23      (visited Brisbane)
24      (visited Perth)
25      (visited Darwin)
26    )
27  )

```



Found Plan (output)

(move sydney brisbane)

(move brisbane sydney)

(move sydney adelaide)

(move adelaide perth)

(move perth adelaide)

(move adelaide darwin)

(move darwin adelaide)

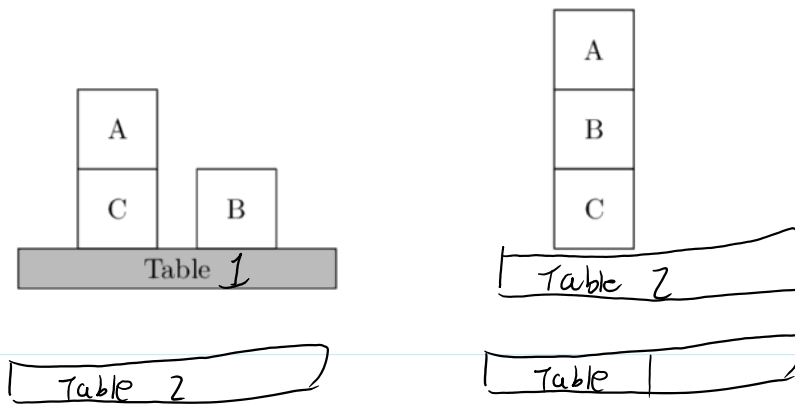
(move adelaide sydney)

```

(:action move
:parameters (sydney brisbane)
:precondition
  (and
    (at sydney)
    (connected sydney brisbane)
  )
:effect
  (and
    (at brisbane)
    (visited brisbane)
    (not
      (at sydney)
    )
  )
)

```

Initial State	Goal State
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```
;; Domain file: specifies Facts and Actions
(define (domain [name of the domain])
  (define (domain blocksMultiTable)
    ;similar to importing modules in python
    (:requirements [list of requirements to import])
    (:requirements :strips :typing)
    ; from typing requirement: specifies all types for the problem
    (:types block table)

    ;; fact list
    ; variables denoted with leading ?
    ; type denoted with [- type]
    (:predicates
      (on ?x ?y - block)
      (clear ?x - block)
      (onTable ?x -block ?t - table)
    )

    ;define actions here
    ;actions similar to functions in python
    (:action moveFromBlockToTable ;remove block x from on top of block y and place on
      table t
      ;specify parameters for action as well as variable types
      ;no need to specify variable types elsewhere within action function
      :parameters (?x - block ?y - block ?t - table)
      :precondition (and ;leading 'and' for multiple preconditions
        (on ?x ?y)
        (clear ?x)
      )
      :effect (and ;includes both add list and delete list
        (onTable ?x ?t)
        (clear ?y)
        (not (on ?x ?y)) ; elements of delete list enclosed in (not)
        bracket i.e. (not (predicate))
      )
    )

    (:action moveFromTableToBlock
      :parameters (?x - block ?y - block ?t - table)
      :precondition (and
        (onTable ?x ?t)
        (clear ?x)
        (clear ?y)
      )
      :effect (and
        (on ?x ?y)
        (not (onTable ?x ?t))
        (not (clear ?y))
      )
    )
  )
)
```

```
;;Problem file: specifies Initial and Goal situations
(define (problem problem_name)
  (:domain blocksMultiTable) ; links problem file to domain file with same name
  (:objects ;; list of all the objects for our problem
    A B C - block Table1 Table2 - table
  )
  (:init ;; spaces/indents/newlines not part of syntax of pddl
    ; can organise however you wish
    (clear A) (clear B)
    (onTable B Table1) (onTable C Table1)
    (on A C)
  )
  (:goal (and
    (onTable C Table2)
    (on A B)
    (on B C)
  ))
)
```

))
)