Principles of AI Planning

3. PDDL

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October 26th, 2012
1 Schematic operators

- Schematic operators
Schematic operators

- Description of state variables and operators in terms of a given finite set of objects.
- Analogy: propositional logic vs. predicate logic
- Planners take input as schematic operators and translate them into (ground) operators. This is called grounding.
Schematic operators: example

Schematic operator $\text{drive\_car\_from\_to}(x, y_1, y_2)$:

$$x \in \{\text{car1, car2}\},$$
$$y_1 \in \{\text{Freiburg, Strasbourg}\},$$
$$y_2 \in \{\text{Freiburg, Strasbourg}\}$$

$$\langle \text{in}(x, y_1), \text{in}(x, y_2) \land \neg \text{in}(x, y_1) \rangle$$

corresponds to the operators

$$\langle \text{in}(\text{car1, Freiburg}), \text{in}(\text{car1, Strasbourg}) \land \neg \text{in}(\text{car1, Freiburg}) \rangle,$$
$$\langle \text{in}(\text{car1, Strasbourg}), \text{in}(\text{car1, Freiburg}) \land \neg \text{in}(\text{car1, Strasbourg}) \rangle,$$
$$\langle \text{in}(\text{car2, Freiburg}), \text{in}(\text{car2, Strasbourg}) \land \neg \text{in}(\text{car2, Freiburg}) \rangle,$$
$$\langle \text{in}(\text{car2, Strasbourg}), \text{in}(\text{car2, Freiburg}) \land \neg \text{in}(\text{car2, Strasbourg}) \rangle,$$

plus four operators that are never applicable (inconsistent change set!) and can be ignored, like

$$\langle \text{in}(\text{car1, Freiburg}), \text{in}(\text{car1, Freiburg}) \land \neg \text{in}(\text{car1, Freiburg}) \rangle.$$
Schematic operators: quantification

Existential quantification (for formulae only)

Finite disjunctions $\varphi(a_1) \lor \cdots \lor \varphi(a_n)$ represented as
$\exists x \in \{a_1, \ldots, a_n\} : \varphi(x)$.

Universal quantification (for formulae and effects)

Finite conjunctions $\varphi(a_1) \land \cdots \land \varphi(a_n)$ represented as
$\forall x \in \{a_1, \ldots, a_n\} : \varphi(x)$.

Example

$\exists x \in \{A, B, C\} : \text{in}(x, \text{Freiburg})$ is a short-hand for
$\text{in}(A, \text{Freiburg}) \lor \text{in}(B, \text{Freiburg}) \lor \text{in}(C, \text{Freiburg})$. 
2 PDDL

- Overview
- Domain files
- Problem files
- Example
used by almost all implemented systems for deterministic planning

supports a language comparable to what we have defined above (including schematic operators and quantification)

syntax inspired by the Lisp programming language: e.g. prefix notation for formulae

```
(and (or (on A B) (on A C))
 (or (on B A) (on B C))
 (or (on C A) (on A B)))
```
A domain file consists of

- (define (domain DOMAINNAME)
- a :requirements definition (use :strips :typing by default)
- definitions of types (each parameter has a type)
- definitions of predicates
- definitions of operators
Example: blocks world (with hand) in PDDL

Note: Unlike in the previous chapter, here we use a variant of the blocks world domain with an explicitly modeled gripper/hand.

(define (domain BLOCKS)
  (:requirements :strips :typing)
  (:types block)
  (:predicates (on ?x - block ?y - block)
   (ontable ?x - block)
   (clear ?x - block)
   (handempty)
   (holding ?x - block)
  )
PDDL: operator definition

- (:action OPERATORNAME
- list of parameters: (?x - type1 ?y - type2 ?z - type3)
- precondition: a formula

  <schematic-state-var>
  (and <formula> ... <formula>)
  (or <formula> ... <formula>)
  (not <formula>)
  (forall (?)x1 - type1 ... ?xn - typen) <formula>)
  (exists (?)x1 - type1 ... ?xn - typen) <formula>)

Note: Pyperplan only supports atoms and conjunctions of atoms.
**Effect**:

- `<schematic-state-var>`
- `(not <schematic-state-var>)`
- `(and <effect> ... <effect>)`
- `(when <formula> <effect>)`
- `(forall (?x1 - type1 ... ?xn - typen) <effect>)`

**Note**: Pyperplan only supports literals and conjunctions of literals.
(:action stack
  :parameters (?x - block ?y - block)
  :precondition (and (holding ?x) (clear ?y))
  :effect (and (not (holding ?x))
            (not (clear ?y))
            (clear ?x)
            (handempty)
            (on ?x ?y)))
A problem file consists of

- `(define (problem PROBLEMNAME))`  
  declaration of which domain is needed for this problem
- definitions of objects belonging to each type
- definition of the initial state (list of state variables initially true)
- definition of goal states (a formula like operator precondition)
(define (problem example)
    (:domain BLOCKS)
    (:objects a b c d - block)
    (:init (clear a) (clear b) (clear c) (clear d)
        (ontable a) (ontable b) (ontable c)
        (ontable d) (handempty))
    (:goal (and (on d c) (on c b) (on b a)))
)
Example run on the Pyperplan planner

```
# ./pyperplan.py blocks-dom.pddl blocks-prob.pddl
[...]
2011-10-27 22:29:21,326 INFO  Search start: example
2011-10-27 22:29:21,330 INFO  114 Nodes expanded
2011-10-27 22:29:21,330 INFO  Search end: example
[...]
[...]
```
Example plan found by the Pyperplan planner

```
# cat blocks-prob.pddl.soln
(pick-up b)
(stack b a)
(pick-up c)
(stack c b)
(pick-up d)
(stack d c)
```
Example: blocks world in PDDL

(define (domain BLOCKS)
  (:requirements :strips :typing)
  (:types block)
  (:predicates (on ?x - block ?y - block)
    (ontable ?x - block)
    (clear ?x - block)
    (handempty)
    (holding ?x - block)
  )
)
(:action pick-up
  :parameters (?x - block)
  :precondition (and (clear ?x) (ontable ?x)
                   (handempty))
  :effect (and (not (ontable ?x))
              (not (clear ?x))
              (not (handempty))
              (holding ?x)))
(:action put-down
  :parameters (?x - block)
  :precondition (holding ?x)
  :effect (and (not (holding ?x))
           (clear ?x)
           (handempty)
           (ontable ?x)))
(:action stack
  :parameters (?x - block ?y - block)
  :precondition (and (holding ?x) (clear ?y))
  :effect (and (not (holding ?x))
             (not (clear ?y))
             (clear ?x)
             (handempty)
             (on ?x ?y)))
(:action unstack
  :parameters (?x - block ?y - block)
  :precondition (and (on ?x ?y) (clear ?x)
                   (handempty))
  :effect (and (holding ?x)
              (clear ?y)
              (not (clear ?x))
              (not (handempty))
              (not (on ?x ?y))))
(define (problem example)
  (:domain BLOCKS)
  (:objects a b c d - block)
  (:init (clear a) (clear b) (clear c) (clear d)
        (ontable a) (ontable b) (ontable c)
        (ontable d) (handempty))
  (:goal (and (on d c) (on c b) (on b a)))
)