

Contents

I Artificial Intelligence

1	Introduction	1
1.1	What Is AI?	1
1.2	The Foundations of Artificial Intelligence	5
1.3	The History of Artificial Intelligence	16
1.4	The State of the Art	28
1.5	Summary, Bibliographical and Historical Notes, Exercises	29
2	Intelligent Agents	34
2.1	Agents and Environments	34
2.2	Good Behavior: The Concept of Rationality	36
2.3	The Nature of Environments	40
2.4	The Structure of Agents	46
2.5	Summary, Bibliographical and Historical Notes, Exercises	59

II Problem-solving

3	Solving Problems by Searching	64
3.1	Problem-Solving Agents	64
3.2	Example Problems	69
3.3	Searching for Solutions	75
3.4	Uninformed Search Strategies	81
3.5	Informed (Heuristic) Search Strategies	92
3.6	Heuristic Functions	102
3.7	Summary, Bibliographical and Historical Notes, Exercises	108
4	Beyond Classical Search	120
4.1	Local Search Algorithms and Optimization Problems	120
4.2	Local Search in Continuous Spaces	129
4.3	Searching with Nondeterministic Actions	133
4.4	Searching with Partial Observations	138
4.5	Online Search Agents and Unknown Environments	147
4.6	Summary, Bibliographical and Historical Notes, Exercises	153
5	Adversarial Search	161
5.1	Games	161
5.2	Optimal Decisions in Games	163
5.3	Alpha–Beta Pruning	167
5.4	Imperfect Real-Time Decisions	171
5.5	Stochastic Games	177