Artificial Intelligence
Book References

Unit	Description	Book Section(s)
1	Fundamentals	1.2, 2.1
2	Search (Dijkstra, UCS)	4.2
	Search (A*)	4.3
	Topology	4.4, 4.6, 6.1
	Goal-Oriented Action Planning	5.7.5, 5.7.6
	Behavior Trees	5.4
3	Steering Behaviors	3.3, 3.4
4	Game Playing	8.2
5	Rule-Based Systems	5.8
	Fuzzy Logic	5.5
	Decision Trees	5.2
	State Machines	5.3
6	Neural Networks	7.7