

100 Best GitHub: Artificial Intelligence

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(<https://github.com/search?q=artificial-intelligence>)

Notes:

This 100 item list represents a search of github for “artificial intelligence”, April 2014.

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artificial-intelligence (<http://github.com/search?q=artificial-intelligence>) [100x Apr 2014]

- **ornicar/vindinium** (<https://github.com/ornicar/vindinium>) Artificial Intelligence Challenge – scala game server
- **opencog/opencog** (<https://github.com/opencog/opencog>) A framework for integrated Artificial Intelligence & Artificial General Intelligence (AGI)
- **jeffheaton/aifh** (<https://github.com/jeffheaton/aifh>) Artificial Intelligence for Humans
- **bulletproofpenguin/Artificial-Intelligence** (<https://github.com/bulletproofpenguin/Artificial-Intelligence>) AI program that uses word associations, a directed weighted graph, and machine learning
- **RaminHAL9001/dao** (<https://github.com/RaminHAL9001/dao>) The Dao System, a Haskell package providing an interpreted AWK-like scripting language, knowledge base, designed for understanding natural language and artificial intelligence.
- **BukkitDevFell/Ava** (<https://github.com/BukkitDevFell/Ava>) Autonomous Artificial Intelligence for MineCraft
- **Nicola17/term2048-AI** (<https://github.com/Nicola17/term2048-AI>) 2048 in your terminal with an Artificial Intelligence
- **scriptdev2/acid** (<https://github.com/scriptdev2/acid>) ACID (Artificial Creature Intelligence Database)

- **42fortytwo42/Amalias-A.I.** (<https://github.com/42fortytwo42/Amalias-A.I.>) BioDeploy .Amalias /*\ Artificial Intelligence operating System – Open Source Version /*\
- **nournia/ai-proposals** (<https://github.com/nournia/ai-proposals>) Project proposals for Artificial Intelligence course
- **pingles/paradigms-of-artificial-intelligence-closure** (<https://github.com/pingles/paradigms-of-artificial-intelligence-closure>) Examples from the Paradigms of AI book by Peter Norvig
- **dobots/aim** (<https://github.com/dobots/aim>) Artificial Intelligence Modules repository version that uses subtree merging
- **Zulko/easyAI** (<https://github.com/Zulko/easyAI>) Simple Python artificial intelligence framework for games
- **chrismwendt/SIGART** (<https://github.com/chrismwendt/SIGART>) Purdue Special Interest Group in Artificial Intelligence
- **mlepage/ai-class** (<https://github.com/mlepage/ai-class>) Lua programs for Introduction to Artificial Intelligence course (Fall 2011)
- **primaryobjects/colorbot** (<https://github.com/primaryobjects/colorbot>) A neural network color bot that uses machine learning (artificial intelligence) to categorize pictures as red, green, or blue overall. Uses node.js and mongodb.
- **klutometis/aima-chicken** (<https://github.com/klutometis/aima-chicken>) Chicken-Scheme support for Artificial Intelligence: a Modern Approach
- **manituan/Artificial-Intelligence** (<https://github.com/manituan/Artificial-Intelligence>) A Artificial Intelligence System for an Online Strategy Game made by me for the game “King of Kingdoms” in Axxus Entertainment.
- **josephwilk/iwfms** (<https://github.com/josephwilk/iwfms>) A Intelligent Workflow Management System using Prolog and PHP that uses artificial intelligence planning methodologies and Event Calculus workflow specifications.
- **membrain/T004_ai-game-platform** (https://github.com/membrain/T004_ai-game-platform) This project is a rudimentary artificial intelligence game platform.
- **hiddenbyte/isel-meic-ctai** (<https://github.com/hiddenbyte/isel-meic-ctai>) Complementary Topics on Artificial Intelligence subject assignments
- **b0nol/Artificial-Intelligence-Framework** (<https://github.com/b0nol/Artificial-Intelligence-Framework>) Artificial Intelligence Framework
- **SergioFierens/ai4r** (<https://github.com/SergioFierens/ai4r>) Artificial Intelligence for Ruby – A Ruby playground for AI researchers
- **namin/paip** (<https://github.com/namin/paip>) Paradigms of Artificial Intelligence Programming: Case Studies in Common Lisp
- **fabriceleal/Paradigms-AI** (<https://github.com/fabriceleal/Paradigms-AI>) Code listings and some exercises for the book “Paradigms of Artificial Intelligence Programming”.
- **Pluto/aipuluto** (<https://github.com/Pluto/aipuluto>) a weewar.com artificial intelligence robot
- **sebhtml/ruby_chess** (https://github.com/sebhtml/ruby_chess) Ruby Chess is a chess game implemented in Ruby using GTK2. It has a good artificial intelligence that is heuristic-based and stochastic.
- **nbccwell/AliceGame** (<https://github.com/nbccwell/AliceGame>) An artificial intelligence toy.
- **rhwang201/CS188** (<https://github.com/rhwang201/CS188>) Artificial Intelligence
- **Ignat99/RaNet** (<https://github.com/Ignat99/RaNet>) Artificial intelligence Avatar
- **BioGeek/aima** (<https://github.com/BioGeek/aima>) Python implementation of algorithms from Russell and Norvig’s Artificial Intelligence: A Modern Approach.
- **thebigdb/akiva** (<https://github.com/thebigdb/akiva>) Akiva is a simple natural-language-processing, question-answering, artificial intelligence.

- **EnMAS/EnMAS-Framework** (<https://github.com/EnMAS/EnMAS-Framework>) EnMAS is an environment and simulation framework for multi-agent and team-based artificial intelligence research. Guided by current research in multi-agent machine learning, particularly the DEC-POMDP and POSG models.
- **dotcypress/aiml** (<https://github.com/dotcypress/aiml>) Artificial Intelligence Markup Language lib for Node.js
- **EvanBurchard/pawnfarm** (<https://github.com/EvanBurchard/pawnfarm>) Automated Twitter bots, run by the artificial intelligence of Amazon Mechanical Turk.
- **pushkar/ABAGAIL** (<https://github.com/pushkar/ABAGAIL>) The library contains a number of interconnected Java packages that implement machine learning and artificial intelligence algorithms. These are artificial intelligence algorithms implemented for the kind of people that like to implement algorithms themselves.
- **idmillington/aicore** (<https://github.com/idmillington/aicore>) The artificial intelligence code accompanying the book "Artificial Intelligence for Games"
- **joelmartinez/nBayes** (<https://github.com/joelmartinez/nBayes>) nBayes (based on Paul Graham's spam filter) makes it easy to introduce statistics based decision making into your application. Whether it's spam filtering, or something else like artificial intelligence learning ... this tool can do it. The project is written in C#
- **simpleai-team/simpleai** (<https://github.com/simpleai-team/simpleai>) simple artificial intelligence utilities
- **ryanb/ruby-warrior** (<https://github.com/ryanb/ruby-warrior>) Game written in Ruby for learning Ruby and artificial intelligence.
- **koryk/java_dann** (https://github.com/koryk/java_dann) dANN is an Artificial Intelligence and Artificial Genetics library targeted at employing conventional techniques as well as acting as a platform for research & development of novel techniques. As new techniques are developed and proven to be effective they will be integrated into the core...
- **kennyliou/GAI** (<https://github.com/kennyliou/GAI>) general artificial intelligence
- **andelf/PyAIML** (<https://github.com/andelf/PyAIML>) PyAIML is an interpreter for AIML (Artificial Intelligence Markup Language). cloned from sf.net.
- **kzyna/blocksWorld_AgentJ** (https://github.com/kzyna/blocksWorld_AgentJ) Central location for a KU Artificial Intelligence project. Creating an intelligent agent for traversal in Blocks World n, stored in a Neo4J database.
- **emilmont/Artificial-Intelligence-and-Machine-Learning** (<https://github.com/emilmont/Artificial-Intelligence-and-Machine-Learning>) Algorithm implementations and homework solutions for the Stanford's online courses
- **gurgeh/Guerilla** (<https://github.com/gurgeh/Guerilla>) An experimental AGI (Artificial General Intelligence)
- **primaryobjects/AI-Programmer** (<https://github.com/primaryobjects/AI-Programmer>) Using artificial intelligence and genetic algorithms to automatically write a program, in the BrainF programming language. The resulting program prints a target phrase to the console. Read the tutorial at <http://primaryobjects.com/CMS/Article149.aspx>
- **AAAI/AINews** (<https://github.com/AAAI/AINews>) This is the NewsFinder software, designed to automatically crawl the web for news related to artificial intelligence, filter, categorize, and rank the news, and publish to a wiki, mailing list, and RSS feeds.
- **quackle/quackle** (<https://github.com/quackle/quackle>) Quackle crossword game artificial intelligence and analysis tool
- **overzeroe/ai** (<https://github.com/overzeroe/ai>) Artificial intelligence scripts
- **thirdside/berlin-ai** (<https://github.com/thirdside/berlin-ai>) Berlin Artificial Intelligence
- **Niranda/SiriProxy-NiraProxy** (<https://github.com/Niranda/SiriProxy-NiraProxy>) A SiriProxy plugin for NiraProxy. NiraProxy is an awesome, external Artificial-Intelligence-Source.
- **duckmaestro/F-AI** (<https://github.com/duckmaestro/F-AI>) artificial intelligence for F#/.NET
- **clarle/ai-class** (<https://github.com/clarle/ai-class>) Code collection for the Stanford Online Introduction to Artificial Intelligence class

- **Error323/MAIM** (<https://github.com/Error323/MAIM>) A Modular Artificial Intelligence For Spring
- **gnu-user/ai-project** (<https://github.com/gnu-user/ai-project>) Artificial Intelligence course projects
- **tkeemon/Computer-Vision-and-AI** (<https://github.com/tkeemon/Computer-Vision-and-AI>) A collection of computer vision and artificial intelligence projects
- **olabini/paipr** (<https://github.com/olabini/paipr>) Paradigms of Artificial Intelligence Programming (in Ruby)
- **rplevy/muajaja** (<https://github.com/rplevy/muajaja>) As an optimistic tinkerer, I want to engineer artificial general intelligence, in order to immanentize the eschaton.
- **rampage/GAIN** (<https://github.com/rampage/GAIN>) GAIN Artificial Intelligence Network
- **klutometis/aima** (<https://github.com/klutometis/aima>) Solutions to AIMA (Artificial Intelligence: A Modern Approach)
- **jceipek/UnityAI** (<https://github.com/jceipek/UnityAI>) Reusable Artificial Intelligence Experiments
- **claudiob/phdthesis** (<https://github.com/claudiob/phdthesis>) LaTeX sources for the Ph.D. thesis in Artificial Intelligence that I wrote and designed
- **hoijui/dANN** (<https://github.com/hoijui/dANN>) An Artificial Intelligence Library written in Java
- **irock/sokoban-client** (<https://github.com/irock/sokoban-client>) A client for the game sokoban, developed in a course on artificial intelligence.
- **gnufs/aima-java** (<https://github.com/gnufs/aima-java>) Java implementation of algorithms from Norvig and Russell's Artificial Intelligence – A Modern Approach 3rd Edition
- **louisbourque/AI-Snake-Game** (<https://github.com/louisbourque/AI-Snake-Game>) Artificial Intelligence snake searching for food
- **danrot/ChessAI** (<https://github.com/danrot/ChessAI>) Semester Project at DTU Diplom in 2013 for Artificial Intelligence
- **jbowles/artifact** (<https://github.com/jbowles/artifact>) Artifact is a collection of code relevant to general Artificial Intelligence in Clojure
- **jimmikaelkael/simbad** (<https://github.com/jimmikaelkael/simbad>) Simbad is a Java 3d robot simulator for scientific and educationnal purposes. It is mainly dedicated to researchers/programmers who want a simple basis for studying Situated Artificial Intelligence, Machine Learning, and more generally AI algorithms, in the context of Autonomous Robotics and...
- **onedayitwillmake/Berkley-CS-188-** (<https://github.com/onedayitwillmake/Berkley-CS-188->) Following along Berkley CSS 188 on Artificial Intelligence – <http://inst.eecs.berkeley.edu/~cs188/fa11/lectures.html>
- **PaulMineau/AIMA.Net** (<https://github.com/PaulMineau/AIMA.Net>) C# Port of the Java code for Artificial Intelligence a Modern Approach by Peter Norvig and Stuart Russell.
- **klaramalinowska/ai-class** (<https://github.com/klaramalinowska/ai-class>) Introduction to Artificial Intelligence Stanford class notes
- **CP365-B6-2011/Final_Project** (https://github.com/CP365-B6-2011/Final_Project) The final project for the Colorado College Course CP365: Artificial Intelligence, block 6 2011.
- **cradle/rain** (<https://github.com/cradle/rain>) Ruby Artificial Intelligence Network – A cool acronym and my experiments in neural networks, genetic algorithms, and AI (in ruby)
- **youwenda/HTML5-Game** (<https://github.com/youwenda/HTML5-Game>) A New HTML5 Web Game which implemented by JavaScript and combined with AI(Artificial Intelligence) algorithms including 1. Collision detection and response 2. A Star Pathfinding 3. NPC Collaborative cluster
- **triglian/le-ai-js** (<https://github.com/triglian/le-ai-js>) This project aspires to be the first generic Learning/Educational Artificial Intelligence library for Javascript
- **pingles/paradigms-of-artificial-intelligence** (<https://github.com/pingles/paradigms-of-artificial-intelligence>) Start working through code examples of Paradigms of Artificial Intelligence in Clojure

- **papaonlegs/ELE611** (<https://github.com/papaonlegs/ELE611>) My Artificial Intelligence coursework
- **rouge8/20questions** (<https://github.com/rouge8/20questions>) Artificial Intelligence final project. 20 questions player/simple webapp.
- **joelpet/ai10-pimp-report** (<https://github.com/joelpet/ai10-pimp-report>) Project report from group PIMP in Artificial intelligence (ai10)
- **cpowell/fuzzy-associative-memory** (<https://github.com/cpowell/fuzzy-associative-memory>) Fuzzy Logic “Fuzzy Associative Memory” (FAM) for fuzzy control systems, decision-making, artificial intelligence / AI, game agents & bots, etc.
- **kjellwinblad/HandReco** (<https://github.com/kjellwinblad/HandReco>) Handwriting Recognition Using a Hidden Markov Model (A Project in the course Artificial Intelligence Using Statistical Methods <http://www.it.uu.se/edu/course/homepage/aism/st11/>)
- **berlinbrown/ainotebook** (<https://github.com/berlinbrown/ainotebook>) Artificial Intelligence Notebook – Practical Modern Lessons in AI
- **leiluspocus/monopoly** (<https://github.com/leiluspocus/monopoly>) Projet Monopoly IA04 P2012 – Simulation d’un jeu de monopoly avec plusieurs IA aux stratégies différentes // School project – Simulation of a monopoly game involving bots player with artificial intelligence and different strategy to win the game
- **Yasumoto/AI2010_Genre** (https://github.com/Yasumoto/AI2010_Genre) Genre Matching project for Artificial Intelligence 2010 at Chapman University
- **eneko89/GAIL** (<https://github.com/eneko89/GAIL>) Graphics for Artificial Intelligence Learning
- **ornicar/dmChessPlugin** (<https://github.com/ornicar/dmChessPlugin>) Multiplayer and artificial intelligence Chess game
- **bondehagen/Submerged-Temple** (<https://github.com/bondehagen/Submerged-Temple>) Simulator for running artificial intelligence from different programming languages. This is the source code for a simulator used in the “Hardcore programming” compo at The Gathering 2010.
- **yoda/ai_agentwork** (https://github.com/yoda/ai_agentwork) Artificial Intelligence work on agents in game playing.
- **afein/AI** (<https://github.com/afein/AI>) Artificial Intelligence homework
- **aempirei/FriendSort** (<https://github.com/aempirei/FriendSort>) An application to help you organize your friends on facebook that uses real graph theory and artificial intelligence (Lame, I know).
- **Error323/E323AI** (<https://github.com/Error323/E323AI>) An Artificial Intelligence for Spring
- **amilnarski/ai-pente** (<https://github.com/amilnarski/ai-pente>) Artificial Intelligence Players to play Pente.
- **tucif/Biokterii** (<https://github.com/tucif/Biokterii>) Artificial Intelligence project – simulation of biological environments of the immunological system
- **marspirit/AAI** (<https://github.com/marspirit/AAI>) Advanced Artificial Intelligence (armed assault)
- **mechanicles/ruby-tictactoe** (<https://github.com/mechanicles/ruby-tictactoe>) Object oriented TicTacToe game in Ruby language with artificial intelligence.
- **bruun/poker_project** (https://github.com/bruun/poker_project) Project in Artificial Intelligence at NTNU
- **Arkainium/MetroUtil** (<https://github.com/Arkainium/MetroUtil>) This library was created for the MetroBotics project at CUNY. Its purpose is to provide a framework of commonly used classes and functions that aid in the development of artificial intelligence and robotics applications.
- **mygind/art-int** (<https://github.com/mygind/art-int>) Artificial intelligence: Planning for Sokoban

Author: mendicott (<http://meta-guide.com/author/mendicott/>)

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台露營車 在自己的莊園
內，享受半農的樂趣。



(<http://feeds.feedburner.com/AnswersByMarcusLEndicottOnQuora>) Quora (<https://www.quora.com/profile/Marcus-L-Endicott/answers>)

- How can I integrate IBM Watson Experience Manager with IBM Bluemix services? (<https://www.quora.com/How-can-I-integrate-IBM-Watson-Experience-Manager-with-IBM-Bluemix-services/answer/Marcus-L-Endicott>)
- How can I learn to build a speech recognition app? (<https://www.quora.com/How-can-I-learn-to-build-a-speech-recognition-app/answer/Marcus-L-Endicott>)
- How soon can we program computers to understand pragmatics behind natural language? (<https://www.quora.com/How-soon-can-we-program-computers-to-understand-pragmatics-behind-natural-language/answer/Marcus-L-Endicott>)
- What are good speech recognition solutions for commercial use? (<https://www.quora.com/What-are-good-speech-recognition-solutions-for-commercial-use/answer/Marcus-L-Endicott>)
- Is there any technique which can be used to automatically analyze people's language and motion in video? (<https://www.quora.com/Is-there-any-technique-which-can-be-used-to-automatically-analyze-peoples-language-and-motion-in-video/answer/Marcus-L-Endicott>)
- How can I find a list of publicly traded companies creating artificial intelligence capabilities? (<https://www.quora.com/How-can-I-find-a-list-of-publicly-traded-companies-creating-artificial-intelligence-capabilities/answer/Marcus-L-Endicott>)
- What is the state of the art research in knowledge representation and artificial reasoning? (<https://www.quora.com/What-is-the-state-of-the-art-research-in-knowledge-representation-and-artificial-reasoning/answer/Marcus-L-Endicott>)
- What is the difference between link parsing, dependency parsing and constituency parsing? (<https://www.quora.com/What-is-the-difference-between-link-parsing-dependency-parsing-and-constituency-parsing/answer/Marcus-L-Endicott>)

parsing/answer/Marcus-L-Endicott)

- How can I build lexical chains of a text using Wordnet? (<https://www.quora.com/How-can-I-build-lexical-chains-of-a-text-using-Wordnet/answer/Marcus-L-Endicott>)
- In my chatbot, how can I use A.L.I.C.E. to perform actions based on what the user is using? (<https://www.quora.com/In-my-chatbot-how-can-I-use-A-L-I-C-E-to-perform-actions-based-on-what-the-user-is-using/answer/Marcus-L-Endicott>)

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