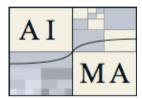


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probability-4e.ipynb	Update probability-4e.ipynb	a year ago
probability.ipynb	Added Section on Approximate Inference	a year ago
probability.py	Changes for python3 string formating (#471)	4 months ago
pytest.ini	Add pytest.ini to main directory (#548)	2 months ago
requirements.txt	Record necessary dependency for test (#476)	4 months ago
	Contents for RL and Search Notebooks (#567)	a month ago
	RL Fixes (Fixing Build) (#519)	2 months ago
search-4e.ipynb	Pytest Warnings Fix + Open Data Files Update (#547)	2 months ago
search.ipynb	Contents for RL and Search Notebooks (#567)	a month ago
search.py	Search: Bidirectional Search (#554)	2 months ago
text.ipynb	Text Notebook: Information Extraction (#584)	8 days ago
text.py	Text Notebook: Information Retrieval (#576)	24 days ago
utils.py	Implementation: Current Best Learning (#593)	8 days ago

#### **README.md**



## aima-python build passing



Python code for the book Artificial Intelligence: A Modern Approach. You can use this in conjunction with a course on AI, or for study on your own. We're looking for solid contributors to help.

#### Python 3.4

This code is in Python 3.4 (Python 3.5 and later also works, but Python 2.x does not). You can install the latest Python version or use a browser-based Python interpreter such as repl.it. You can run the code in an IDE, or from the command line with python -i filename .py where the -i option puts you in an interactive loop where you can run Python functions.

In addition to the *filename* .py files, there are also *filename* .ipynb files, which are Jupyter (formerly lpython) notebooks. You can read these notebooks, and you can also run the code embedded with them. See jupyter.org for instructions on setting up a Jupyter notebook environment.

### **Structure of the Project**

When complete, this project will have Python code for all the pseudocode algorithms in the book. For each major topic, such as logic, we will have the following three files in the main branch:

- logic.py: Implementations of all the pseudocode algorithms, and necessary support functions/classes/data.
- logic.ipynb : A Jupyter (IPython) notebook that explains and gives examples of how to use the code.
- tests/test\_logic.py: A lightweight test suite, using assert statements, designed for use with py.test, but also usable on their own.

# **Index of Algorithms**

Here is a table of algorithms, the figure, name of the algorithm in the book and in the repository, and the file where they are implemented in the repository. This chart was made for the third edition of the book and needs to be updated for the upcoming fourth edition. Empty implementations are a good place for contributors to look for an issue. The aima-pseudocode project describes all the algorithms from the book. An asterisk next to the file name denotes the algorithm is not fully implemented.

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Figure	Name (in 3 <sup>rd</sup> edition)	Name (in repository)	File
2.1	Environment	Environment	agents.py
2.1	Agent	Agent	agents.py
2.3	Table-Driven-Vacuum-Agent	TableDrivenVacuumAgent	agents.py
2.7	Table-Driven-Agent	TableDrivenAgent	agents.py
2.8	Reflex-Vacuum-Agent	ReflexVacuumAgent	agents.py
2.10	Simple-Reflex-Agent	SimpleReflexAgent	agents.py
2.12	Model-Based-Reflex-Agent	ReflexAgentWithState	agents.py
3	Problem	Problem	search.py
3	Node	Node	search.py
3	Queue	Queue	utils.py
3.1	Simple-Problem-Solving-Agent	SimpleProblemSolvingAgent	search.py
3.2	Romania	romania	search.py
3.7	Tree-Search	tree_search	search.py
3.7	Graph-Search	graph_search	search.py
3.11	Breadth-First-Search	breadth_first_search	search.py
3.14	Uniform-Cost-Search	uniform_cost_search	search.py
3.17	Depth-Limited-Search	depth_limited_search	search.py
3.18	Iterative-Deepening-Search	iterative_deepening_search	search.py
3.22	Best-First-Search	best_first_graph_search	search.py
3.24	A*-Search	astar_search	search.py
3.26	Recursive-Best-First-Search	recursive_best_first_search	search.py
4.2	Hill-Climbing	hill_climbing	search.py
4.5	Simulated-Annealing	simulated_annealing	search.py
4.8	Genetic-Algorithm	genetic_algorithm	search.py
4.11	And-Or-Graph-Search	and_or_graph_search	search.py
4.21	Online-DFS-Agent	online_dfs_agent	search.py
4.24	LRTA*-Agent	LRTAStarAgent	search.py
5.3	Minimax-Decision	minimax_decision	games.py
5.7	Alpha-Beta-Search	alphabeta_search	games.py
6	CSP	CSP	csp.py
6.3	AC-3	AC3	csp.py
6.5	Backtracking-Search	backtracking_search	csp.py
6.8	Min-Conflicts	min_conflicts	csp.py
6.11	Tree-CSP-Solver	tree_csp_solver	csp.py
7	KB	КВ	logic.py
7.1	KB-Agent	KB_Agent	logic.py
7.7	Propositional Logic Sentence	Expr	logic.py
7.10	TT-Entails	tt_entials	logic.py
7.12	PL-Resolution	pl_resolution	logic.py

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Figure	Name (in 3 <sup>rd</sup> edition)	Name (in repository)	File
7.14	Convert to CNF	to_cnf	logic.py
7.15	PL-FC-Entails?	pl_fc_resolution	logic.py
7.17	DPLL-Satisfiable?	dpll_satisfiable	logic.py
7.18	WalkSAT	WalkSAT	logic.py
7.20	Hybrid-Wumpus-Agent	HybridWumpusAgent	logic.py *
7.22	SATPlan	SAT_plan	logic.py
9	Subst	subst	logic.py
9.1	Unify	unify	logic.py
9.3	FOL-FC-Ask	fol_fc_ask	logic.py
9.6	FOL-BC-Ask	fol_bc_ask	logic.py
9.8	Append		
10.1	Air-Cargo-problem	air_cargo	planning.py
10.2	Spare-Tire-Problem	spare_tire	planning.py
10.3	Three-Block-Tower	three_block_tower	planning.py
10.7	Cake-Problem	have_cake_and_eat_cake_too	planning.py
10.9	Graphplan	GraphPlan	planning.py
10.13	Partial-Order-Planner		
11.1	Job-Shop-Problem-With-Resources	job_shop_problem	planning.py
11.5	Hierarchical-Search	hierarchical_search	planning.py
11.8	Angelic-Search		
11.10	Doubles-tennis	double_tennis_problem	planning.py
13	Discrete Probability Distribution	ProbDist	probability.
13.1	DT-Agent	DTAgent	probability.
14.9	Enumeration-Ask	enumeration_ask	probability.
14.11	Elimination-Ask	elimination_ask	probability.
14.13	Prior-Sample	prior_sample	probability.
14.14	Rejection-Sampling	rejection_sampling	probability.
14.15	Likelihood-Weighting	likelihood_weighting	probability.
14.16	Gibbs-Ask	gibbs_ask	probability.
15.4	Forward-Backward	forward_backward	probability.
15.6	Fixed-Lag-Smoothing	fixed_lag_smoothing	probability.
15.17	Particle-Filtering	particle_filtering	probability.
16.9	Information-Gathering-Agent		
17.4	Value-Iteration	value_iteration	mdp.py
17.7	Policy-Iteration	policy_iteration	mdp.py
17.7	POMDP-Value-Iteration		
18.5	Decision-Tree-Learning	DecisionTreeLearner	learning.py
18.8	Cross-Validation	cross_validation	learning.py
18.11	Decision-List-Learning	DecisionListLearner	learning.py *

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Figure	Name (in 3 <sup>rd</sup> edition)	Name (in repository)	File
18.24	Back-Prop-Learning	BackPropagationLearner	learning.py
18.34	AdaBoost	AdaBoost	learning.py
19.2	Current-Best-Learning	current_best_learning	knowledge.py
19.3	Version-Space-Learning	version_space_learning	knowledge.py
19.8	Minimal-Consistent-Det		
19.12	FOIL		
21.2	Passive-ADP-Agent	PassiveADPAgent	rl.py
21.4	Passive-TD-Agent	PassiveTDAgent	rl.py
21.8	Q-Learning-Agent	QLearningAgent	rl.py
22.1	HITS	HITS	nlp.py
23	Chart-Parse	Chart	nlp.py
23.5	CYK-Parse	CYK_parse	nlp.py
25.9	Monte-Carlo-Localization		

### Index of data structures

Here is a table of the implemented data structures, the figure, name of the implementation in the repository, and the file where they are implemented.

Figure	Name (in repository)	File
3.2	romania_map	search.py
4.9	vacumm_world	search.py
4.23	one_dim_state_space	search.py
6.1	australia_map	search.py
7.13	wumpus_world_inference	logic.py
7.16	horn_clauses_KB	logic.py
17.1	sequential_decision_environment	mdp.py
18.2	waiting_decision_tree	learning.py

# **Acknowledgements**

Many thanks for contributions over the years. I got bug reports, corrected code, and other support from Darius Bacon, Phil Ruggera, Peng Shao, Amit Patil, Ted Nienstedt, Jim Martin, Ben Catanzariti, and others. Now that the project is on GitHub, you can see the contributors who are doing a great job of actively improving the project. Many thanks to all contributors, especially @darius, @SnShine, @reachtarunhere, @MrDupin, and @Chipe1.

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