

SimpleAl

Artificial Intelligence Python lib

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SimpleAl

- implement algorithms from AIMA book
- alternative to aima-python
- focus on simple API and docs
- modern, "pythonic"
- tests!

Search problems



set of states



actions connect states



find goal states, or



find paths to goal states

Example: the 8-puzzle

initial state

4	5	1
8	3	7
	6	2

Example: the 8-puzzle

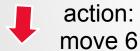
initial state

4	5	1
8	3	7
	6	2

action: move 8



4	5	1
	3	7
8	6	2



4	5	1
8	3	7
6		2

Example: the 8-puzzle

initial state

4	5	1
8	3	7
	6	2

action: move 8



4	5	1
	3	7
8	6	2





action: move 6



1	2	3
4	5	6
7	8	

goal state

Why the 8-puzzle?

toy problem

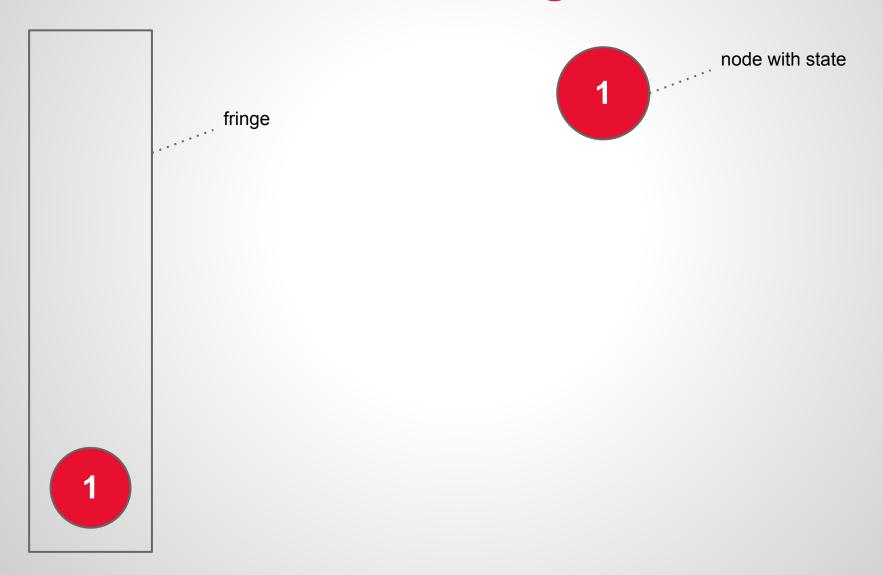
brute force is really bad
 (hope you have enough terabytes of RAM)

Traditional search algorithm

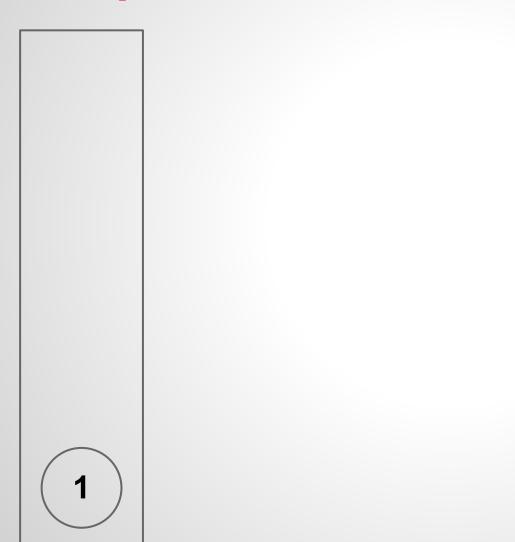
(basic notion)

```
fringe = new bag for "pending" nodes
initial = new node with initial state
fringe.append(initial)
while fringe not empty:
   node = fringe.magick pop()
   if node.state is goal:
      return node
   else:
      children = other nodes we can reach from node
      fringe.append(children)
```

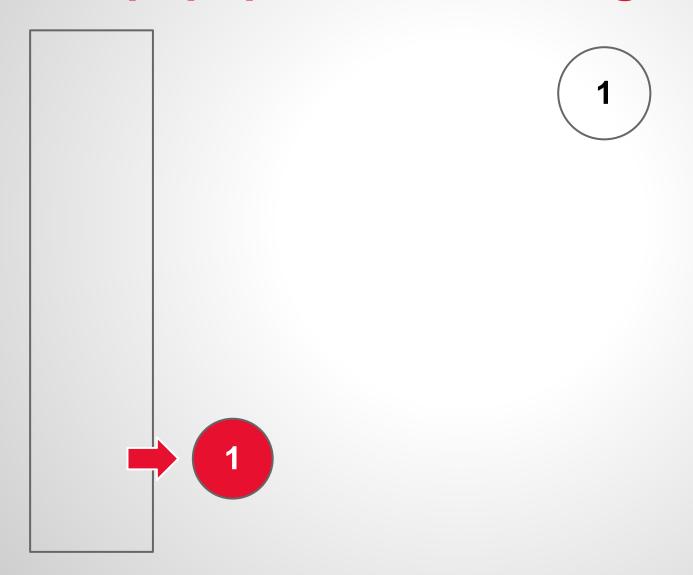
Start with initial in fringe



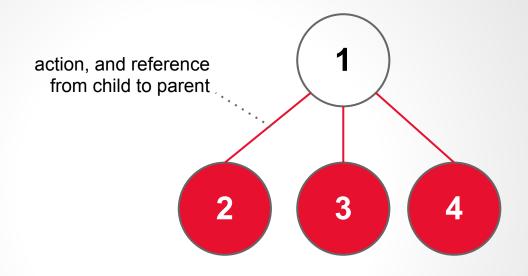
Loop: new iteration



Loop: pop node from fringe

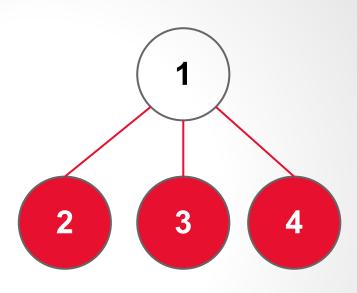


Loop: not goal, generate children



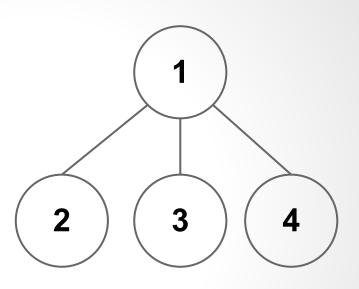
Loop: append children to fringe



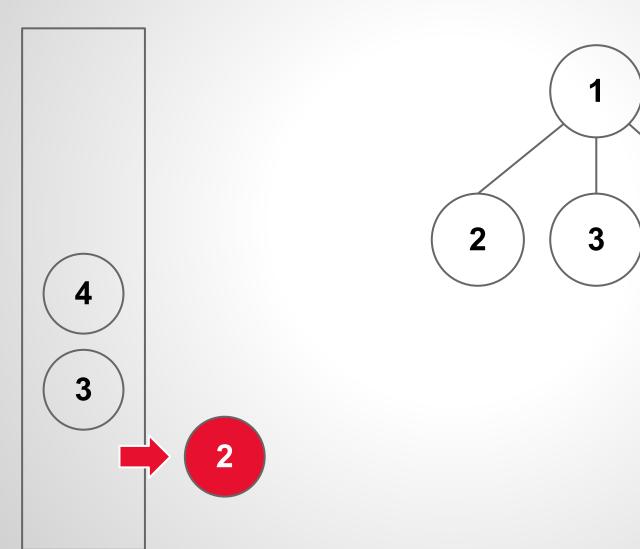


Loop: new iteration



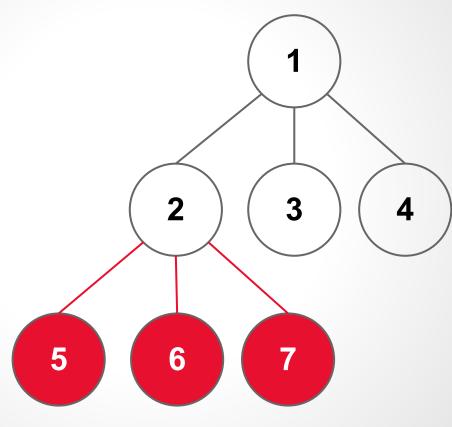


Loop: pop node from fringe



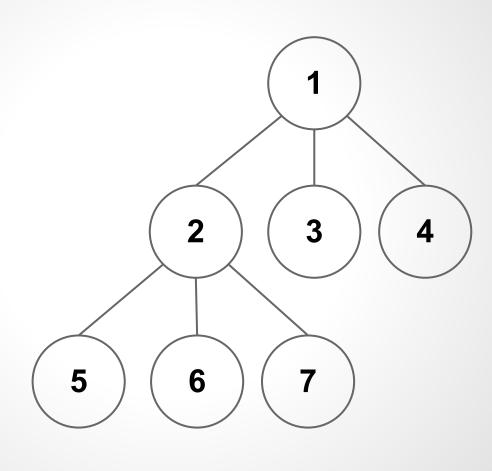
Loop: not goal, append children





Loop: new iteration





Implementation using SimpleAl

class SearchProblem:



result(state, action)

cost(state1, action, state2)

○---[?]---**?** heuristic(state)

○ ✓ x is_goal(state)

Conclusions

- easy to use
- broad field of application
- graphical debuggers are really useful

More info

- AIMA book:
 - http://aima.cs.berkeley.edu/
- SimpleAl docs:
 - http://simpleai.readthedocs.org
- SimpleAl discussion:
 - http://groups.google.com/group/simpleai
- Can I help? fisadev@gmail.com / @fisadev

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questions