# Contents

## I Artificial Intelligence

1 Introduction

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

## 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
5.6 Partially Observable Games ........................................... 180
5.7 State-of-the-Art Game Programs ................................. 185
5.8 Alternative Approaches .............................................. 187
5.9 Summary, Bibliographical and Historical Notes, Exercises .......... 189

6  Constraint Satisfaction Problems ................................. 202
6.1 Defining Constraint Satisfaction Problems ....................... 202
6.2 Constraint Propagation: Inference in CSPs ....................... 208
6.3 Backtracking Search for CSPs ................................. 214
6.4 Local Search for CSPs ............................................. 220
6.5 The Structure of Problems ........................................ 222
6.6 Summary, Bibliographical and Historical Notes, Exercises .......... 227

III Knowledge, reasoning, and planning

7 Logical Agents ......................................................... 234
7.1 Knowledge-Based Agents ............................................... 235
7.2 The Wumpus World .................................................. 236
7.3 Logic ................................................................. 240
7.4 Propositional Logic: A Very Simple Logic ......................... 243
7.5 Propositional Theorem Proving ....................................... 249
7.6 Effective Propositional Model Checking ......................... 259
7.7 Agents Based on Propositional Logic .............................. 265
7.8 Summary, Bibliographical and Historical Notes, Exercises .......... 274

8 First-Order Logic ....................................................... 285
8.1 Representation Revisited ............................................. 285
8.2 Syntax and Semantics of First-Order Logic ......................... 290
8.3 Using First-Order Logic .............................................. 300
8.4 Knowledge Engineering in First-Order Logic ....................... 307
8.5 Summary, Bibliographical and Historical Notes, Exercises .......... 313

9 Inference in First-Order Logic ....................................... 322
9.1 Propositional vs. First-Order Inference ............................. 322
9.2 Unification and Lifting .............................................. 325
9.3 Forward Chaining .................................................. 330
9.4 Backward Chaining ............................................... 337
9.5 Resolution .......................................................... 345
9.6 Summary, Bibliographical and Historical Notes, Exercises .......... 357

10 Classical Planning ...................................................... 366
10.1 Definition of Classical Planning .................................... 366
10.2 Algorithms for Planning as State-Space Search ..................... 373
10.3 Planning Graphs ................................................... 379
15.2 Inference in Temporal Models ............................... 570
15.3 Hidden Markov Models ........................................ 578
15.4 Kalman Filters .................................................. 584
15.5 Dynamic Bayesian Networks ................................... 590
15.6 Keeping Track of Many Objects .............................. 599
15.7 Summary, Bibliographical and Historical Notes, Exercises .... 603

16 Making Simple Decisions ................................. 610
16.1 Combining Beliefs and Desires under Uncertainty .......... 610
16.2 The Basis of Utility Theory ................................... 611
16.3 Utility Functions ................................................ 615
16.4 Multiattribute Utility Functions .............................. 622
16.5 Decision Networks .............................................. 626
16.6 The Value of Information ...................................... 628
16.7 Decision-Theoretic Expert Systems ......................... 633
16.8 Summary, Bibliographical and Historical Notes, Exercises .... 636

17 Making Complex Decisions ................................. 645
17.1 Sequential Decision Problems ............................... 645
17.2 Value Iteration .................................................. 652
17.3 Policy Iteration .................................................. 656
17.4 Partially Observable MDPs ..................................... 658
17.5 Decisions with Multiple Agents: Game Theory .............. 666
17.6 Mechanism Design ............................................. 679
17.7 Summary, Bibliographical and Historical Notes, Exercises .... 684

V Learning..............................................................

18 Learning from Examples ................................. 693
18.1 Forms of Learning .............................................. 693
18.2 Supervised Learning ........................................... 695
18.3 Learning Decision Trees ..................................... 697
18.4 Evaluating and Choosing the Best Hypothesis ............... 708
18.5 The Theory of Learning ........................................ 713
18.6 Regression and Classification with Linear Models .......... 717
18.7 Artificial Neural Networks ................................... 727
18.8 Nonparametric Models ....................................... 737
18.9 Support Vector Machines ..................................... 744
18.10 Ensemble Learning ............................................ 748
18.11 Practical Machine Learning ................................. 753
18.12 Summary, Bibliographical and Historical Notes, Exercises .... 757

19 Knowledge in Learning ........................................ 768
19.1 A Logical Formulation of Learning .......................... 768
## Contents

19.2 Knowledge in Learning ........................................ 777  
19.3 Explanation-Based Learning .................................. 780  
19.4 Learning Using Relevance Information ....................... 784  
19.5 Inductive Logic Programming .................................. 788  
19.6 Summary, Bibliographical and Historical Notes, Exercises ....... 797  

20 Learning Probabilistic Models ................................ 802  
20.1 Statistical Learning ............................................ 802  
20.2 Learning with Complete Data .................................. 806  
20.3 Learning with Hidden Variables: The EM Algorithm .......... 816  
20.4 Summary, Bibliographical and Historical Notes, Exercises ....... 825  

21 Reinforcement Learning ........................................ 830  
21.1 Introduction .................................................. 830  
21.2 Passive Reinforcement Learning ................................ 832  
21.3 Active Reinforcement Learning .................................. 839  
21.4 Generalization in Reinforcement Learning ....................... 845  
21.5 Policy Search .................................................. 848  
21.6 Applications of Reinforcement Learning ......................... 850  
21.7 Summary, Bibliographical and Historical Notes, Exercises ....... 853  

VI Communicating, perceiving, and acting  

22 Natural Language Processing .................................. 860  
22.1 Language Models .............................................. 860  
22.2 Text Classification ............................................. 865  
22.3 Information Retrieval ........................................... 867  
22.4 Information Extraction ......................................... 873  
22.5 Summary, Bibliographical and Historical Notes, Exercises ....... 882  

23 Natural Language for Communication .......................... 888  
23.1 Phrase Structure Grammars ..................................... 888  
23.2 Syntactic Analysis (Parsing) ..................................... 892  
23.3 Augmented Grammars and Semantic Interpretation ............. 897  
23.4 Machine Translation ............................................ 907  
23.5 Speech Recognition ............................................. 912  
23.6 Summary, Bibliographical and Historical Notes, Exercises ....... 918  

24 Perception ...................................................... 928  
24.1 Image Formation ............................................... 929  
24.2 Early Image-Processing Operations ............................. 935  
24.3 Object Recognition by Appearance ............................... 942  
24.4 Reconstructing the 3D World ................................... 947  
24.5 Object Recognition from Structural Information ................. 957
## Contents

<table>
<thead>
<tr>
<th>Chapter</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>24.6 Using Vision</td>
<td>961</td>
</tr>
<tr>
<td>24.7 Summary, Bibliographical and Historical Notes, Exercises</td>
<td>965</td>
</tr>
<tr>
<td>25 Robotics</td>
<td>971</td>
</tr>
<tr>
<td>25.1 Introduction</td>
<td>971</td>
</tr>
<tr>
<td>25.2 Robot Hardware</td>
<td>973</td>
</tr>
<tr>
<td>25.3 Robotic Perception</td>
<td>978</td>
</tr>
<tr>
<td>25.4 Planning to Move</td>
<td>986</td>
</tr>
<tr>
<td>25.5 Planning Uncertain Movements</td>
<td>993</td>
</tr>
<tr>
<td>25.6 Moving</td>
<td>997</td>
</tr>
<tr>
<td>25.7 Robotic Software Architectures</td>
<td>1003</td>
</tr>
<tr>
<td>25.8 Application Domains</td>
<td>1006</td>
</tr>
<tr>
<td>25.9 Summary, Bibliographical and Historical Notes, Exercises</td>
<td>1010</td>
</tr>
<tr>
<td>VII Conclusions</td>
<td>1020</td>
</tr>
<tr>
<td>26 Philosophical Foundations</td>
<td>1020</td>
</tr>
<tr>
<td>26.1 Weak AI: Can Machines Act Intelligently?</td>
<td>1020</td>
</tr>
<tr>
<td>26.2 Strong AI: Can Machines Really Think?</td>
<td>1026</td>
</tr>
<tr>
<td>26.3 The Ethics and Risks of Developing Artificial Intelligence</td>
<td>1034</td>
</tr>
<tr>
<td>26.4 Summary, Bibliographical and Historical Notes, Exercises</td>
<td>1040</td>
</tr>
<tr>
<td>27 AI: The Present and Future</td>
<td>1044</td>
</tr>
<tr>
<td>27.1 Agent Components</td>
<td>1044</td>
</tr>
<tr>
<td>27.2 Agent Architectures</td>
<td>1047</td>
</tr>
<tr>
<td>27.3 Are We Going in the Right Direction?</td>
<td>1049</td>
</tr>
<tr>
<td>27.4 What If AI Does Succeed?</td>
<td>1051</td>
</tr>
<tr>
<td>A Mathematical background</td>
<td>1053</td>
</tr>
<tr>
<td>A.1 Complexity Analysis and O() Notation</td>
<td>1053</td>
</tr>
<tr>
<td>A.2 Vectors, Matrices, and Linear Algebra</td>
<td>1055</td>
</tr>
<tr>
<td>A.3 Probability Distributions</td>
<td>1057</td>
</tr>
<tr>
<td>B Notes on Languages and Algorithms</td>
<td>1060</td>
</tr>
<tr>
<td>B.1 Defining Languages with Backus–Naur Form (BNF)</td>
<td>1060</td>
</tr>
<tr>
<td>B.2 Describing Algorithms with Pseudocode</td>
<td>1061</td>
</tr>
<tr>
<td>B.3 Online Help</td>
<td>1062</td>
</tr>
<tr>
<td>Bibliography</td>
<td>1063</td>
</tr>
<tr>
<td>Index</td>
<td>1095</td>
</tr>
</tbody>
</table>