I	Artificial Intelligence	
1	Introduction  1.1 What Is AI?  1.2 The Foundations of Artificial Intelligence  1.3 The History of Artificial Intelligence  1.4 The State of the Art  1.5 Risks and Benefits of AI  Summary  Bibliographical and Historical Notes	19 19 23 35 45 49 52 53
2	Intelligent Agents  2.1 Agents and Environments  2.2 Good Behavior: The Concept of Rationality  2.3 The Nature of Environments  2.4 The Structure of Agents  Summary  Bibliographical and Historical Notes	54 54 57 60 65 78
II	Problem-solving	
3	Solving Problems by Searching 3.1 Problem-Solving Agents 3.2 Example Problems 3.3 Search Algorithms 3.4 Uninformed Search Strategies 3.5 Informed (Heuristic) Search Strategies 3.6 Heuristic Functions Summary Bibliographical and Historical Notes	81 81 84 89 94 102 115 122
4	Search in Complex Environments  4.1 Local Search and Optimization Problems  4.2 Local Search in Continuous Spaces  4.3 Search with Nondeterministic Actions  4.4 Search in Partially Observable Environments  4.5 Online Search Agents and Unknown Environments  Summary  Bibliographical and Historical Notes	128 128 137 140 144 152 159 160
5	Constraint Satisfaction Problems  5.1 Defining Constraint Satisfaction Problems	<b>164</b> 164

	5.3	Backtracking Search for CSPs	175
	5.4	Local Search for CSPs	181
	5.5	The Structure of Problems	183
	Sum	mary	187
	Bibl	iographical and Historical Notes	188
6	Adv	ersarial Search and Games	192
	6.1	Game Theory	192
	6.2	Optimal Decisions in Games	194
	6.3	Heuristic Alpha–Beta Tree Search	202
	6.4	Monte Carlo Tree Search	207
	6.5	Stochastic Games	210
	6.6	Partially Observable Games	214
	6.7	Limitations of Game Search Algorithms	219
	Sum	mary	220
	Bibl	iographical and Historical Notes	221
II	I K	nowledge, reasoning, and planning	
7	Logi	ical Agents	226
	7.1	Knowledge-Based Agents	227
	7.2	The Wumpus World	228
	7.3	Logic	232
	7.4	Propositional Logic: A Very Simple Logic	235
	7.5	Propositional Theorem Proving	240
	7.6	Effective Propositional Model Checking	250
	7.7	Agents Based on Propositional Logic	255
		mary	264
	Bibl	iographical and Historical Notes	265
8		t-Order Logic	269
	8.1	Representation Revisited	269
	8.2	Syntax and Semantics of First-Order Logic	274
	8.3	Using First-Order Logic	283
	8.4	Knowledge Engineering in First-Order Logic	289
		mary	295
	Bibl	iographical and Historical Notes	296
9	8		298
	9.1	Propositional vs. First-Order Inference	298
	9.2	Unification and First-Order Inference	300
	9.3	Forward Chaining	304
	9.4	Backward Chaining	311
	9.5	Resolution	316
		mary	327
	Ribl	iographical and Historical Notes	328

		Contents
4.0		
10	Knowledge Representation	332
	<ul><li>10.1 Ontological Engineering</li><li>10.2 Categories and Objects</li></ul>	332 335
	<ul><li>10.2 Categories and Objects</li><li>10.3 Events</li></ul>	340
	10.3 Events  10.4 Mental Objects and Modal Logic	344
	10.5 Reasoning Systems for Categories	347
	10.6 Reasoning with Default Information	351
	Summary	355
	Bibliographical and Historical Notes	356
11	Automated Planning	362
	11.1 Definition of Classical Planning	362
	11.2 Algorithms for Classical Planning	366
	11.3 Heuristics for Planning	371
	11.4 Hierarchical Planning	374
	11.5 Planning and Acting in Nondeterministic Domains	383
	11.6 Time, Schedules, and Resources	392
	11.7 Analysis of Planning Approaches	396
	Summary	397
	Bibliographical and Historical Notes	398
IV	Uncertain knowledge and reasoning	
1 1	Uncertain knowledge and reasoning	
12	Quantifying Uncertainty	403
	12.1 Acting under Uncertainty	403
	12.2 Basic Probability Notation	406
	12.3 Inference Using Full Joint Distributions	413
	12.4 Independence	415
	12.5 Bayes' Rule and Its Use	417
	12.6 Naive Bayes Models	420
	12.7 The Wumpus World Revisited	422
	Summary	425
	Bibliographical and Historical Notes	426
13	Probabilistic Reasoning	430
	13.1 Representing Knowledge in an Uncertain Domain	430
	13.2 The Semantics of Bayesian Networks	432
	13.3 Exact Inference in Bayesian Networks	445
	13.4 Approximate Inference for Bayesian Networks	453
	13.5 Causal Networks	467
	Summary	471
	Bibliographical and Historical Notes	472
14	Probabilistic Reasoning over Time	479
	14.1 Time and Uncertainty	479
	14.2 Inference in Temporal Models	483

	14.3 Hidden Markov Models	49.
	14.4 Kalman Filters	497
	14.5 Dynamic Bayesian Networks	503
	Summary	514
	Bibliographical and Historical Notes	515
15	Making Simple Decisions	518
	15.1 Combining Beliefs and Desires under Uncertainty	518
	15.2 The Basis of Utility Theory	519
	15.3 Utility Functions	522
	15.4 Multiattribute Utility Functions	530
	15.5 Decision Networks	534
	15.6 The Value of Information	537
	15.7 Unknown Preferences	543
	Summary	547
	Bibliographical and Historical Notes	547
16	Making Complex Decisions	552
	16.1 Sequential Decision Problems	552
	16.2 Algorithms for MDPs	562
	16.3 Bandit Problems	571
	16.4 Partially Observable MDPs	578
	16.5 Algorithms for Solving POMDPs	580
	Summary	585
	Bibliographical and Historical Notes	580
17	Multiagent Decision Making	589
	17.1 Properties of Multiagent Environments	589
	17.2 Non-Cooperative Game Theory	595
	17.3 Cooperative Game Theory	616
	17.4 Making Collective Decisions	622
	Summary	635
	Bibliographical and Historical Notes	630
18	Probabilistic Programming	641
	18.1 Relational Probability Models	642
	18.2 Open-Universe Probability Models	648
	18.3 Keeping Track of a Complex World	655
	18.4 Programs as Probability Models	660
	Summary	664
	Bibliographical and Historical Notes	665
V	Machine Learning	
19	Learning from Examples	669
	19.1 Forms of Learning	669

			Contents
	19.2	Supervised Learning	671
	19.3	Learning Decision Trees	675
	19.4	Model Selection and Optimization	683
	19.5	The Theory of Learning	690
	19.6	Linear Regression and Classification	694
	19.7	Nonparametric Models	704
		Ensemble Learning	714
	19.9	Developing Machine Learning Systems	722
	Summ	•	732
	Biblio	graphical and Historical Notes	733
20	Know	ledge in Learning	739
	20.1	A Logical Formulation of Learning	739
		Knowledge in Learning	747
		Explanation-Based Learning	750
		8 8	754
	20.5	Inductive Logic Programming	758
	Summ		767
	Biblio	graphical and Historical Notes	768
21	Learn	ing Probabilistic Models	772
	21.1	Statistical Learning	772
	21.2	Learning with Complete Data	775
	21.3	Learning with Hidden Variables: The EM Algorithm	788
	Summ	ary	797
	Biblio	graphical and Historical Notes	798
22	Deep 1	Learning	801
	22.1	_	802
	22.2	Computation Graphs for Deep Learning	807
	22.3	Convolutional Networks	811
	22.4	Learning Algorithms	816
	22.5	Generalization	819
	22.6	Recurrent Neural Networks	823
	22.7	Unsupervised Learning and Transfer Learning	826
	22.8	Applications	833
	Summ		835
	Biblio	graphical and Historical Notes	836
23	Reinfo	orcement Learning	840
		Learning from Rewards	840
		Passive Reinforcement Learning	842
	23.3	Active Reinforcement Learning	848
	23.4	Generalization in Reinforcement Learning	854
	23.5	Policy Search	861
	23.6	Apprenticeship and Inverse Reinforcement Learning	863

	23.7 Applications of Reinforcement Learning	866
	Summary	869
	Bibliographical and Historical Notes	870
VI	Communicating, perceiving, and acting	
24	Natural Language Processing	874
	24.1 Language Models	874
	24.2 Grammar	884
	24.3 Parsing	886
	24.4 Augmented Grammars	892
	24.5 Complications of Real Natural Language	896
	24.6 Natural Language Tasks	900
	Summary	901
	Bibliographical and Historical Notes	902
25	<b>Deep Learning for Natural Language Processing</b>	907
	25.1 Word Embeddings	907
	25.2 Recurrent Neural Networks for NLP	911
	25.3 Sequence-to-Sequence Models	915
	25.4 The Transformer Architecture	919
	25.5 Pretraining and Transfer Learning	922
	25.6 State of the art	926
	Summary	929
	Bibliographical and Historical Notes	929
26	Robotics	932
	26.1 Robots	932
	26.2 Robot Hardware	933
	26.3 What kind of problem is robotics solving?	937
	26.4 Robotic Perception	938
	26.5 Planning and Control	945
	26.6 Planning Uncertain Movements	963
	26.7 Reinforcement Learning in Robotics	965
	26.8 Humans and Robots	968
	26.9 Alternative Robotic Frameworks	975
	26.10 Application Domains	978
	Summary	981
	Bibliographical and Historical Notes	982
27	Computer Vision	988
	27.1 Introduction	988
	27.2 Image Formation	989
	27.3 Simple Image Features	995
	27.4 Classifying Images	1002
	27.5 Detecting Objects	1006

	Contents
<ul><li>27.6 The 3D World</li><li>27.7 Using Computer Vision</li><li>Summary</li><li>Bibliographical and Historical Notes</li></ul>	1008 1013 1026 1027
VII Conclusions	
28 Philosophy, Ethics, and Safety of AI 28.1 The Limits of AI 28.2 Can Machines Really Think? 28.3 The Ethics of AI Summary Bibliographical and Historical Notes	1032 1032 1035 1037 1056 1057
29 The Future of AI 29.1 AI Components 29.2 AI Architectures	1063 1063 1069
A Mathematical Background A.1 Complexity Analysis and O() Notation A.2 Vectors, Matrices, and Linear Algebra A.3 Probability Distributions Bibliographical and Historical Notes	1074 1074 1076 1078 1080
<ul> <li>B Notes on Languages and Algorithms</li> <li>B.1 Defining Languages with Backus–Naur Form (BNF)</li> <li>B.2 Describing Algorithms with Pseudocode</li> <li>B.3 Online Supplemental Material</li> </ul>	1081 1081 1082 1083
Bibliography	1084
Index	1119