
TextWorld Documentation

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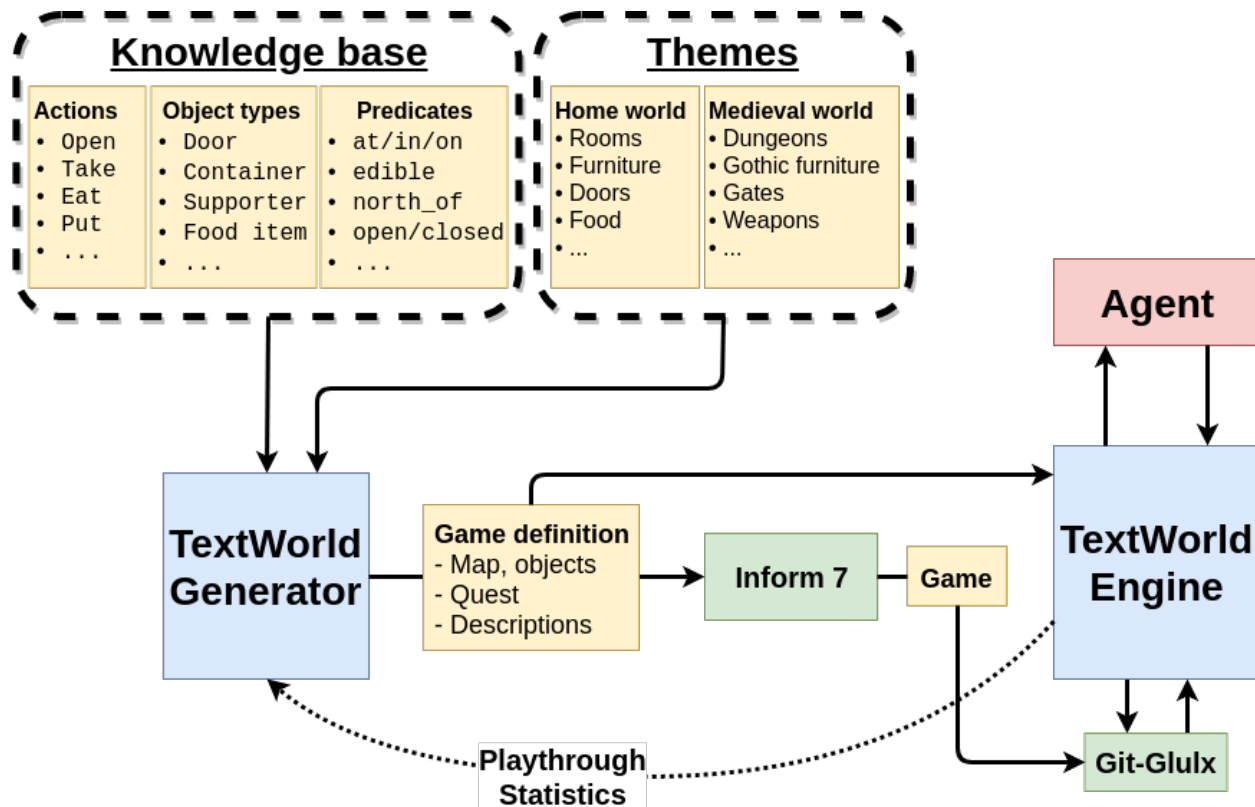
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TextWorld is a text-based learning environment for Reinforcement Learning agent.

WHAT IS TEXTWORLD?

TextWorld is a sandbox learning environment for training and testing reinforcement learning (RL) agents on text-based games. It enables generating games from a game distribution parameterized by the map size, the number of objects, quest length and complexity, richness of text descriptions, and more. Then, one can sample game from that distribution. TextWorld can also be used to play existing text-based games.



KNOWN ISSUES

2.1 Inform 7

Inform 7 command line tools don't support Windows Linux Subsystem (a.k.a Bash on Ubuntu on Windows).

TW-PLAY

Play a TextWorld game (.z8 or .ulx).

```
usage: tw-play [-h] [--mode MODE] [--max-steps STEPS] [--viewer [PORT]]
              [--hints] [-v] [-vv]
              game
```

3.1 Positional Arguments

game

3.2 Named Arguments

- | | |
|----------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| --mode | Possible choices: random, human, random-cmd, walkthrough
Select an agent to play the game: ['random', 'human', 'random-cmd', 'walk-through']. Default: "human".
Default: "human" |
| --max-steps | Limit maximum number of steps.
Default: 0 |
| --viewer | Start web viewer. |
| --hints | Provide commands autocompletion and quest progression when --mode=human.
Default: False |
| -v, --verbose | Verbose mode.
Default: False |
| -vv, --very-verbose | Print debug information.
Default: False |

TW-MAKE

```
usage: tw-make [-h] [--output PATH] [--seed SEED] [--format {ulx,z8}]
               [--overview] [--save-overview] [--third-party PATH] [-f]
               [--list] [--silent | -v]
               {custom,tw-coin_collector,tw-treasure_hunter,tw-simple} ...
```

4.1 Positional Arguments

subcommand Possible choices: custom, tw-coin_collector, tw-treasure_hunter, tw-simple
Kind of game to make.

4.2 Named Arguments

--silent Default: False
-v, --verbose Default: False

4.3 General settings

--output Path where to save the generated game. If it points to a folder, the game's UUID will be used as the filename.
Default: `"/tw_games/"`

--seed

--format Possible choices: ulx, z8
Which format to use when compiling the game. Default: `"ulx"`
Default: `"ulx"`

--overview Display an overview of the generated game.
Default: False

--save-overview Save the overview image of the generated game alongside the game as a PNG file.
Default: False

--third-party Load third-party module. Useful to register new custom challenges on-the-fly.

-f, --force	Default: False
--list	List available challenges. Default: False

4.4 Sub-commands:

4.4.1 custom

Make a custom game.

```
tw-make custom [-h] [--output PATH] [--seed SEED] [--format {ulx,z8}]
               [--overview] [--save-overview] [--third-party PATH] [-f]
               [--list] [--silent | -v] [--world-size SIZE] [--nb-objects NB]
               [--theme THEME] [--include-adj] [--blend-descriptions]
               [--ambiguous-instructions] [--only-last-action]
               [--blend-instructions] [--entity-numbering]
               [--nb-parallel-quests NB_PARALLEL_QUESTS]
               [--quest-length LENGTH] [--quest-breadth BREADTH]
               [--quest-min-length LENGTH] [--quest-max-length LENGTH]
               [--quest-min-breadth BREADTH] [--quest-max-breadth BREADTH]
               [--quest-min-depth DEPTH] [--quest-max-depth DEPTH]
```

Named Arguments

--silent	Default: False
-v, --verbose	Default: False
--world-size	Nb. of rooms in the world. Default: 5
--nb-objects	Minimum nb. of objects in the world. Default: 10

General settings

--output	Path where to save the generated game. If it points to a folder, the game's UUID will be used as the filename. Default: <code>"/.tw_games/"</code>
--seed	
--format	Possible choices: <code>ulx, z8</code> Which format to use when compiling the game. Default: <code>"ulx"</code> Default: <code>"ulx"</code>
--overview	Display an overview of the generated game. Default: False

--save-overview	Save the overview image of the generated game alongside the game as a PNG file. Default: False
--third-party	Load third-party module. Useful to register new custom challenges on-the-fly. Default: False
-f, --force	Default: False
--list	List available challenges. Default: False

Grammar settings

--theme	Theme to use for generating the text. Default: “house” Default: “house”
--include-adj	Turn on adjectives. Default: False
--blend-descriptions	Blend descriptions across consecutive sentences. Default: False
--ambiguous-instructions	Refer to an object using its type (e.g. red container vs. red chest). Default: False
--only-last-action	Intruction only describes the last action of quest. Default: False
--blend-instructions	Blend instructions across consecutive actions. Default: False
--entity-numbering	Append a number after an entity name if there is not enough variation for it (e.g. ‘red apple 2’). Default: False

Quest settings

--nb-parallel-quests	Nb. of parallel quests the game will have. Default: 1. Default: 1
--quest-length	Nb. of actions the quest requires to be completed. It is a shorthand for ‘--quest-min-length N --quest-max-length N --quest-max-depth N’.
--quest-breadth	Nb. of subquests the quests will have. It is a shorthand for ‘--quest-min-breadth N --quest-max-breadth N’.

Quest settings (advanced)

- quest-min-length** Minimum nb. of actions the quest requires to be completed. This setting is ignored if `--quest-length` is provided. Default: 1.
Default: 1
- quest-max-length** Maximum nb. of actions the quest requires to be completed. This setting is ignored if `--quest-length` is provided. Default: 5.
Default: 5
- quest-min-breadth** Minimum nb. of subquests the quests can have. This setting is ignored if `--quest-breadth` is provided. Default: 1.
Default: 1
- quest-max-breadth** Maximum nb. of subquests the quests can have. This setting is ignored if `--quest-breadth` is provided. Default: 5.
Default: 5
- quest-min-depth** Minimum nb. of actions the subquests can have. Default: 1.
Default: 1
- quest-max-depth** Maximum nb. of actions the subquests can have. This setting is ignored if `--quest-length` is provided. Default: 5.
Default: 5

4.4.2 tw-coin_collector

Generate a Coin Collector game

```
tw-make tw-coin_collector [-h] [--output PATH] [--seed SEED]
                          [--format {ulx,z8}] [--overview] [--save-overview]
                          [--third-party PATH] [-f] [--list] [--silent | -v]
                          --level LEVEL
```

Named Arguments

- silent** Default: False
- v, --verbose** Default: False

General settings

- output** Path where to save the generated game. If it points to a folder, the game's UUID will be used as the filename.
Default: `"/.tw_games/"`
- seed**
- format** Possible choices: `ulx, z8`
Which format to use when compiling the game. Default: `"ulx"`
Default: `"ulx"`

--overview	Display an overview of the generated game. Default: False
--save-overview	Save the overview image of the generated game alongside the game as a PNG file. Default: False
--third-party	Load third-party module. Useful to register new custom challenges on-the-fly.
-f, --force	Default: False
--list	List available challenges. Default: False

Coin Collector game settings

--level	The difficulty level. Must be between 1 and 300 (included).
----------------	-------------------------------------------------------------

4.4.3 tw-treasure_hunter

Generate a Treasure Hunter game

```
tw-make tw-treasure_hunter [-h] [--output PATH] [--seed SEED]
                           [--format {ulx,z8}] [--overview] [--save-overview]
                           [--third-party PATH] [-f] [--list] [--silent | -v]
                           --level LEVEL
```

Named Arguments

--silent	Default: False
-v, --verbose	Default: False

General settings

--output	Path where to save the generated game. If it points to a folder, the game's UUID will be used as the filename. Default: <code>"/tw_games/"</code>
--seed	
--format	Possible choices: <code>ulx, z8</code> Which format to use when compiling the game. Default: <code>"ulx"</code> Default: <code>"ulx"</code>
--overview	Display an overview of the generated game. Default: False
--save-overview	Save the overview image of the generated game alongside the game as a PNG file. Default: False

- third-party** Load third-party module. Useful to register new custom challenges on-the-fly.
- f, --force** Default: False
- list** List available challenges.
Default: False

Treasure Hunter game settings

- level** The difficulty level. Must be between 1 and 30 (included).

4.4.4 tw-simple

Generate simple challenge game

```
tw-make tw-simple [-h] [--output PATH] [--seed SEED] [--format {ulx,z8}]
                  [--overview] [--save-overview] [--third-party PATH] [-f]
                  [--list] [--silent | -v] --rewards {dense,balanced,sparse}
                  --goal {detailed,brief,none} [--test]
```

Named Arguments

- silent** Default: False
- v, --verbose** Default: False

General settings

- output** Path where to save the generated game. If it points to a folder, the game's UUID will be used as the filename.
Default: `"/tw_games/"`
- seed**
- format** Possible choices: `ulx, z8`
Which format to use when compiling the game. Default: `"ulx"`
Default: `"ulx"`
- overview** Display an overview of the generated game.
Default: False
- save-overview** Save the overview image of the generated game alongside the game as a PNG file.
Default: False
- third-party** Load third-party module. Useful to register new custom challenges on-the-fly.
- f, --force** Default: False
- list** List available challenges.
Default: False

Simple game settings

- rewards** Possible choices: dense, balanced, sparse
The reward frequency: dense, balanced, or sparse.
- goal** Possible choices: detailed, brief, none
The description of the game's objective shown at the beginning of the game: detailed, brief, or none
- test** Whether this game should be drawn from the test distributions of games.
Default: False

TW-EXTRACT

Extract information from of a list of TextWorld games.

```
usage: tw-extract [-h] [-f] [--merge] [-q | -v]
                  {vocab,entities,walkthroughs,commands} ...
```

5.1 Positional Arguments

subcommand Possible choices: vocab, entities, walkthroughs, commands
 Type of information to extract.

5.2 Named Arguments

-q, --quiet Default: False
-v, --verbose Default: False

5.3 General settings

-f, --force Default: False
--merge Merge extracted information to existing output file.
 Default: False

5.4 Sub-commands:

5.4.1 vocab

Extract vocabulary.

```
tw-extract vocab [-h] [-f] [--merge] [-q | -v] [--output OUTPUT]
                [--theme THEME]
                [game [game ...]]
```

Positional Arguments

game List of TextWorld games (.ulxl.z8l.json).

Named Arguments

-q, --quiet Default: False
-v, --verbose Default: False
--output Output file containing all words (.txt). Default: “vocab.txt”
Default: “vocab.txt”
--theme Provide a text grammar theme from which to extract words.

General settings

-f, --force Default: False
--merge Merge extracted information to existing output file.
Default: False

5.4.2 entities

Extract entity names.

```
tw-extract entities [-h] [-f] [--merge] [-q | -v] [--output OUTPUT]
                    game [game ...]
```

Positional Arguments

game List of TextWorld games (.ulxl.z8l.json).

Named Arguments

-q, --quiet Default: False
-v, --verbose Default: False
--output Output file containing all entity names (.txt). Default: “entities.txt”
Default: “entities.txt”

General settings

-f, --force	Default: False
--merge	Merge extracted information to existing output file. Default: False

5.4.3 walkthroughs

Extract walkthroughs.

```
tw-extract walkthroughs [-h] [-f] [--merge] [-q | -v] [--output OUTPUT]
                        game [game ...]
```

Positional Arguments

game	List of TextWorld games (.ulx,json).
-------------	--------------------------------------

Named Arguments

-q, --quiet	Default: False
-v, --verbose	Default: False
--output	Output file containing all walkthroughs (.txt). Default: "walkthroughs.txt" Default: "walkthroughs.txt"

General settings

-f, --force	Default: False
--merge	Merge extracted information to existing output file. Default: False

5.4.4 commands

Extract all possible commands.

```
tw-extract commands [-h] [-f] [--merge] [-q | -v] [--output OUTPUT]
                    game [game ...]
```

Positional Arguments

game List of TextWorld games (.ulxl.json).

Named Arguments

-q, --quiet Default: False

-v, --verbose Default: False

--output Output file containing all commands (.txt). Default: "commands.txt"
Default: "commands.txt"

General settings

-f, --force Default: False

--merge Merge extracted information to existing output file.
Default: False

TEXTWORLD

6.1 Core

exception `textworld.core.EnvInfoMissingError` (*requester, info*)

Bases: `NameError`

Thrown whenever some environment information `EnvInfos`.

exception `textworld.core.GameNotRunningError`

Bases: `RuntimeError`

Error when game is not running (either has terminated or crashed).

class `textworld.core.Agent`

Bases: `object`

Interface for any agent that want to play a text-based game.

act (*game_state, reward, done*)

Acts upon the current game state.

Parameters

- **game_state** (*GameState*) – Current game state.
- **reward** (`float`) – Accumulated reward up until now.
- **done** (`bool`) – Whether the game is finished.

Return type `str`

Returns Text command to be performed in this current state.

finish (*game_state, reward, done*)

Let the agent know the game has finished.

Parameters

- **game_state** (*GameState*) – Game state at the moment the game finished.
- **reward** (`float`) – Accumulated reward up until now.
- **done** (`bool`) – Whether the game has finished normally or not. If `False`, it means the agent's used up all of its actions.

Return type `None`

reset (*env*)

Let the agent set some environment's flags.

Parameters **env** (*Environment*) – `TextWorld` environment.

Return type None

property wrappers

class `textworld.core.EnvInfos` (**kwargs)

Bases: object

Customizing what information will be returned by an environment.

Information can be requested by setting one or more attributes to True. The attribute `extras` should be a list of strings corresponding to keys in the metadata dictionary of TextWorld generated games.

admissible_commands

All commands relevant to the current state. This information changes from one step to another.

Type bool

property basics

Information requested excluding the extras.

Return type Iterable[str]

command_templates

Templates for commands understood by the the game. This information *doesn't* change from one step to another.

Type bool

description

Text description of the current room, i.e. output of the `look` command. This information changes from one step to another.

Type bool

entities

Names of all entities in the game. This information *doesn't* change from one step to another.

Type bool

extras

Names of extra information which are game specific.

Type List[str]

facts

All the facts that are currently true about the world. This information changes from one step to another.

Type bool

feedback

Text observation produced by the game in response to previous command. This information changes from one step to another.

Type bool

game

Current game in its serialized form. Use with `textworld.Game.deserialize`.

Type bool

intermediate_reward

Reward (proxy) indicating if the player is making progress. This information changes from one step to another.

Type bool

inventory

Text listing of the player's inventory, i.e. output of the `inventory` command. This information changes from one step to another.

Type bool

last_action

The last action performed where `None` means it was not a valid action. This information changes from one step to another.

Type bool

last_command

The last command performed where `None` means it was not a valid command. This information changes from one step to another.

Type bool

location

Name of the player's current location. This information changes from one step to another.

Type bool

lost

Whether the player lost the game. This information changes from one step to another.

Type bool

max_score

Maximum reachable score of the game. This information *doesn't* change from one step to another.

Type bool

moves

Number of moves done so far in the game. This information changes from one step to another.

Type bool

objective

Objective of the game described in text. This information *doesn't* change from one step to another.

Type bool

policy_commands

Sequence of commands leading to a winning state. This information changes from one step to another.

Type bool

score

Current score of the game. This information changes from one step to another.

Type bool

verbs

Verbs understood by the the game. This information *doesn't* change from one step to another.

Type bool

won

Whether the player won the game. This information changes from one step to another.

Type bool

```
class textworld.core.Environment (infos=None)
```

```
Bases: object
```

Class allowing to interact with the game's interpreter.

The role of an *Environment* is to handle the communication between user code and the backend interpreter that manages the text-based game. The overall *Environment* structure is highly inspired by OpenAI's gym.

Example

Here's a minimal example of how to interact with an *Environment*

```
>>> import textworld
>>> options = textworld.GameOptions()
>>> options.seeds = 1234
>>> options.nb_objects = 5
>>> options.quest_length = 2
>>> game_file, _ = textworld.make(options, path='./') # Generate a random game.
>>> env = textworld.start(game_file) # Load the game.
>>> game_state = env.reset() # Start a new game.
>>> env.render()
I hope you're ready to go into rooms and interact with objects, because you've
just entered TextWorld! Here is how to play! First thing I need you to do is to
ensure that the type G chest is open. And then, pick up the keycard from the
type G chest inside the attic. Got that? Good!

-- Attic --
You arrive in an attic. A normal kind of place. You begin to take stock of
what's in the room.

You make out a type G chest. You can see a TextWorld style locker. The TextWorld
style locker contains a frisbee and a sock.

There is a TextWorld style key on the floor.
>>> command = "take key" # Command to send to the game.
>>> game_state, reward, done = env.step(command)
>>> env.render()
(the TextWorld style key)
You pick up the TextWorld style key from the ground.
```

Parameters *infos* (Optional[*EnvInfos*]) – Information to be included in the game state. By default, only the game's narrative is included.

close()

Ends the game.

Return type None

load(*path*)

Loads a new text-based game.

Parameters *path* (str) – Path to the game file to load.

Return type None

render(*mode*='human')

Renders the current state of the game.

Parameters *mode* (str) – The mode to use for rendering.

Return type Optional[str]

reset ()

Starts game from the beginning.

Return type *GameState*

Returns Initial state of the game.

seed (*seed=None*)

Sets the seed for the random number generator.

Return type None

step (*command*)

Performs a given command.

Parameters **command** (str) – Text command to send to the interpreter.

Return type Tuple[*GameState*, float, bool]

Returns A tuple containing the new game state, a reward for performing that command and reaching this new state, and whether the game is finished or not.

property display_command_during_render

Enables/disables displaying the command when rendering.

Return type bool

class textworld.core.**GameState**

Bases: dict

class textworld.core.**Wrapper** (*env=None*)

Bases: object

Special environment that wraps others to provide new functionalities.

Special environment that wraps other *Environment* objects to provide new functionalities (e.g. transcript recording, viewer, etc).

Parameters **env** (Optional[*Environment*]) – environment to wrap.

close ()

Return type None

load (*path*)

Return type None

render (*mode='human'*)

Return type Optional[Any]

reset ()

Return type *GameState*

seed (*seed=None*)

Return type List[int]

step (*command*)

Return type Tuple[*GameState*, float, bool]

property display_command_during_render

Return type bool

`property unwrapped`

TEXTWORLD.GYM

```
textworld.gym.utils.register_game(gamefile, request_infos=None, batch_size=None,
                                  auto_reset=False, max_episode_steps=50, asyn-
                                  chronous=True, action_space=None, observa-
                                  tion_space=None, name="", **kwargs)
```

Make an environment for a particular game.

Parameters

- **gamefile** (`str`) – Path for the TextWorld game (`*.ulx|*.z[1-8]`).
- **request_infos** (`Optional[EnvInfos]`) – For customizing the information returned by this environment (see `textworld.EnvInfos` for the list of available information).

Warning: Only supported for TextWorld games (i.e., with a corresponding `*.json` file).

- **batch_size** (`Optional[int]`) – If provided, it indicates the number of games to play at the same time. By default, a single game is played at once.

Warning: When `batch_size` is provided (even for `batch_size=1`), `env.step` expects a list of commands as input and outputs a list of states. `env.reset` also outputs a list of states.

- **auto_reset** (`bool`) – If `True`, each game *independently* resets once it is done (i.e., reset happens on the next `env.step` call). Otherwise, once a game is done, subsequent calls to `env.step` won't have any effects.
- **max_episode_steps** (`int`) – Number of steps allocated to play each game. Once exhausted, the game is done.
- **asynchronous** (`bool`) – If `True`, games in the batch are played in parallel. Only when batch size is greater than one.
- **action_space** (`Optional[Space]`) – The action space be used with OpenAI baselines. (see `textworld.gym.spaces.Word`).
- **observation_space** (`Optional[Space]`) – The observation space be used with OpenAI baselines (see `textworld.gym.spaces.Word`).
- **name** (`str`) – Name for the new environment, i.e. “tw-`{name}`-v0”. By default, the returned `env_id` is “tw-v0”.

Return type `str`

Returns The corresponding gym-compatible `env_id` to use.

Example

```
>>> from textworld.generator import make_game, compile_game
>>> options = textworld.GameOptions()
>>> options.seeds = 1234
>>> game = make_game(options)
>>> game.extras["more"] = "This is extra information."
>>> gamefile = compile_game(game)

>>> import gym
>>> import textworld.gym
>>> from textworld import EnvInfos
>>> request_infos = EnvInfos(description=True, inventory=True, extras=["more"])
>>> env_id = textworld.gym.register_game(gamefile, request_infos)
>>> env = gym.make(env_id)
>>> ob, infos = env.reset()
>>> print(infos["extra.more"])
This is extra information.
```

```
textworld.gym.utils.register_games(gamefiles, request_infos=None, batch_size=None,
                                   auto_reset=False, max_episode_steps=50, asyn-
                                   chronous=True, action_space=None, observa-
                                   tion_space=None, name="", **kwargs)
```

Make an environment that will cycle through a list of games.

Parameters

- **gamefiles** (`List[str]`) – Paths for the TextWorld games (`*.ulx|*.z[1-8]`).
- **request_infos** (`Optional[EnvInfos]`) – For customizing the information returned by this environment (see `textworld.EnvInfos` for the list of available information).

Warning: Only supported for TextWorld games (i.e., with a corresponding `*.json` file).

- **batch_size** (`Optional[int]`) – If provided, it indicates the number of games to play at the same time. By default, a single game is played at once.

Warning: When `batch_size` is provided (even for `batch_size=1`), `env.step` expects a list of commands as input and outputs a list of states. `env.reset` also outputs a list of states.

- **auto_reset** (`bool`) – If `True`, each game *independently* resets once it is done (i.e., reset happens on the next `env.step` call). Otherwise, once a game is done, subsequent calls to `env.step` won't have any effects.
- **max_episode_steps** (`int`) – Number of steps allocated to play each game. Once exhausted, the game is done.
- **asynchronous** (`bool`) – If `True`, games in the batch are played in parallel. Only when batch size is greater than one.

- **action_space** (Optional[Space]) – The action space be used with OpenAI baselines. (see `textworld.gym.spaces.Word`).
- **observation_space** (Optional[Space]) – The observation space be used with OpenAI baselines (see `textworld.gym.spaces.Word`).
- **name** (str) – Name for the new environment, i.e. “tw-{name}-v0”. By default, the returned `env_id` is “tw-v0”.

Return type str

Returns The corresponding gym-compatible `env_id` to use.

Example

```
>>> from textworld.generator import make_game, compile_game
>>> options = textworld.GameOptions()
>>> options.seeds = 1234
>>> game = make_game(options)
>>> game.extras["more"] = "This is extra information."
>>> gamefile = compile_game(game)

>>> import gym
>>> import textworld.gym
>>> from textworld import EnvInfos
>>> request_infos = EnvInfos(description=True, inventory=True, extras=["more"])
>>> env_id = textworld.gym.register_games([gamefile], request_infos)
>>> env = gym.make(env_id)
>>> ob, infos = env.reset()
>>> print(infos["extra.more"])
This is extra information.
```

7.1 Agent

class `textworld.gym.core.Agent`

Bases: `object`

Interface for any agent playing TextWorld games.

act (*obs, score, done, infos*)

Acts upon the current list of observations.

One text command must be returned for each observation.

Parameters

- **obs** (str) – Previous command’s feedback (game’s narrative).
- **score** (int) – The score obtained so far.
- **done** (bool) – Whether the game is finished.
- **infos** (Mapping[str, Any]) – Additional information requested.

Return type str

Returns Text command to be performed. If episode has ended (i.e. `done` is `True`), the returned value is expected to be ignored.

property `infos_to_request`

Returns what additional information should be made available at each game step.

Requested information will be included within the `infos` dictionary passed to `Agent.act()`. To request specific information, create a `textworld.EnvInfos` and set its attributes to `True` accordingly.

In addition to the standard information, certain games may have specific information that can be requested via the `extras` attribute. Refer to the documentation specific to the game to know more (see `textworld.challenges`).

Example

Here is an example of how to request information and retrieve it.

```
>>> from textworld import EnvInfos
>>> request_infos = EnvInfos(description=True, inventory=True)
...
>>> env = gym.make(env_id)
>>> ob, infos = env.reset()
>>> print(infos["description"])
>>> print(infos["inventory"])
```

Return type `EnvInfos`

7.2 Envs

```
class textworld.gym.envs.textworld.TextworldGymEnv(gamefiles, request_infos=None,
max_episode_steps=None, action_space=None, observation_space=None,
**kwargs)
```

Bases: `textworld.gym.envs.textworld_batch.TextworldBatchGymEnv`

Environment for playing text-based games.

Parameters

- **gamefiles** (`List[str]`) – Paths of every game composing the pool (`*.ulx|*.z[1-8]`).
- **request_infos** (`Optional[EnvInfos]`) – For customizing the information returned by this environment (see `textworld.EnvInfos` for the list of available information).

Warning: Only supported for TextWorld games (i.e., that have a corresponding `*.json` file).

- **max_episode_steps** (`Optional[int]`) – Number of steps allocated to play each game. Once exhausted, the game is done.
- **action_space** (`Optional[Space]`) – The action space be used with OpenAI baselines. (see `textworld.gym.spaces.Word`).
- **observation_space** (`Optional[Space]`) – The observation space be used with OpenAI baselines (see `textworld.gym.spaces.Word`).

reset ()

Resets the text-based environment.

Resetting this environment means starting the next game in the pool.

Return type `Tuple[str, Dict[str, Any]]`

Returns

A tuple (observation, info) where

- observation: text observed in the initial state;
- infos: additional information as requested.

step (command)

Runs a command in the text-based environment.

Parameters **command** – Text command to send to the game interpreter.

Return type `Tuple[str, Dict[str, Any]]`

Returns

A tuple (observation, score, done, info) where

- observation: text observed in the new state;
- score: total number of points accumulated so far;
- done: whether the game is finished or not;
- infos: additional information as requested.

```
metadata = {'render.modes': ['human', 'ansi', 'text']}
```

```
class textworld.gym.envs.textworld_batch.TextworldBatchGymEnv(gamefiles, request_infos=None,
                                                             batch_size=1,
                                                             asynchronous=True,
                                                             auto_reset=False,
                                                             max_episode_steps=None,
                                                             action_space=None,
                                                             observation_space=None)
```

Bases: `gym.core.Env`

Environment for playing text-based games in batch.

Parameters

- **gamefiles** (`List[str]`) – Paths of every game composing the pool (`*.ulx|*.z[1-8]`).
- **request_infos** (`Optional[EnvInfos]`) – For customizing the information returned by this environment (see `textworld.EnvInfos` for the list of available information).

Warning: Only supported for TextWorld games (i.e., that have a corresponding `*.json` file).

- **batch_size** (int) – If provided, it indicates the number of games to play at the same time. By default, a single game is played at once.

Warning: When `batch_size` is provided (even for `batch_size=1`), `env.step` expects a list of commands as input and outputs a list of states. `env.reset` also outputs a list of states.

- **asynchronous** (bool) – If `True`, wraps the environments in an `AsyncBatchEnv` (which uses multiprocessing to run the environments in parallel). If `False`, wraps the environments in a `SyncBatchEnv`. Default: `True`.
- **auto_reset** (bool) – If `True`, each game *independently* resets once it is done (i.e., reset happens on the next `env.step` call). Otherwise, once a game is done, subsequent calls to `env.step` won't have any effects.
- **max_episode_steps** (Optional[int]) – Number of steps allocated to play each game. Once exhausted, the game is done.
- **action_space** (Optional[Space]) – The action space be used with OpenAI baselines. (see `textworld.gym.spaces.Word`).
- **observation_space** (Optional[Space]) – The observation space be used with OpenAI baselines (see `textworld.gym.spaces.Word`).

close ()

Close this environment.

Return type None

render (mode='human')

Renders the current state of each environment in the batch.

Each rendering is composed of the previous text command (if there's one) and the text describing the current observation.

Parameters **mode** (str) – Controls where and how the text is rendered. Supported modes are:

- `human`: Display text to the current display or terminal and return nothing.
- `ansi`: Return a `StringIO` containing a terminal-style text representation. The text can include newlines and ANSI escape sequences (e.g. for colors).
- `text`: Return a string (str) containing the text without any ANSI escape sequences.

Return type Union[StringIO, str, None]

Returns Depending on the mode, this method returns either nothing, a string, or a `StringIO` object.

reset ()

Resets the text-based environment.

Resetting this environment means starting the next game in the pool.

Return type Tuple[List[str], Dict[str, List[Any]]]

Returns

A tuple (observations, infos) where

- `observation`: text observed in the initial state for each game in the batch;
- `infos`: additional information as requested for each game in the batch.

seed (*seed=None*)

Set the seed for this environment's random generator(s).

This environment use a random generator to shuffle the order in which the games are played.

Parameters **seed** (Optional[int]) – Number that will be used to seed the random generators.

Return type List[int]

Returns All the seeds used to set this environment's random generator(s).

skip (*nb_games=1*)

Skip games.

Parameters **nb_games** (int) – Number of games to skip.

Return type None

step (*commands*)

Runs a command in each text-based environment of the batch.

Parameters **commands** – Text command to send to the game interpreter.

Return type Tuple[List[str], List[float], List[bool], Dict[str, List[Any]]]

Returns

A tuple (observations, scores, dones, infos) where

- observations: text observed in the new state for each game in the batch;
- scores: total number of points accumulated so far for each game in the batch;
- dones: whether each game in the batch is finished or not;
- infos: additional information as requested for each game in the batch.

```
metadata = {'render.modes': ['human', 'ansi', 'text']}
```

`textworld.gym.envs.utils.shuffled_cycle` (*iterable, rng, nb_loops=-1*)

Yield each element of *iterable* one by one, then shuffle the elements and start yielding from the start. Stop after *nb_loops* loops.

Parameters

- **iterable** (Iterable[Any]) – Iterable containing the elements to yield.
- **rng** (RandomState) – Random generator used to shuffle the elements after each loop.
- **nb_loops** (int) – Number of times to go through all the elements. If set to -1, loop an infinite number of times.

Return type Iterable[Any]

7.3 Spaces

exception `textworld.gym.spaces.text_spaces.VocabularyHasDuplicateTokens`

Bases: `ValueError`

class `textworld.gym.spaces.text_spaces.Char` (*max_length*, *vocab=None*, *extra_vocab=[]*)

Bases: `gym.spaces.multi_discrete.MultiDiscrete`

Character observation/action space

This space consists of a series of `gym.spaces.Discrete` objects all with the same parameters. Each `gym.spaces.Discrete` can take integer values between 0 and `len(self.vocab)`.

Notes

The following special token will be prepended (if needed) to the vocabulary:

- ‘#’ : Padding token

Parameters

- **max_length** (*int*) – Maximum number of characters in a text.
- **vocab** (*list of char, optional*) – Vocabulary defining this space. It shouldn’t contain any duplicate characters. If not provided, the vocabulary will consist in characters [a-z0-9], punctuations [” “, “-“, “””] and padding ‘#’.
- **extra_vocab** (*list of char, optional*) – Additional tokens to add to the vocabulary.

filter_unknown (*text*)

Strip out all characters not in the vocabulary.

tokenize (*text, padding=False*)

Tokenize characters found in the vocabulary.

Note: text will be padded up to `self.max_length`.

class `textworld.gym.spaces.text_spaces.Word` (*max_length*, *vocab*)

Bases: `gym.spaces.multi_discrete.MultiDiscrete`

Word observation/action space

This space consists of a series of `gym.spaces.Discrete` objects all with the same parameters. Each `gym.spaces.Discrete` can take integer values between 0 and `len(self.vocab)`.

Notes

The following special tokens will be prepended (if needed) to the vocabulary:

- ‘<PAD>’ : Padding
- ‘<UNK>’ : Unknown word
- ‘<S>’ : Beginning of sentence
- ‘</S>’ : End of sentence

Example

Let's create an action space that can be used with `textworld.gym.register_game`. We are going to assume actions are short phrases up to 8 words long.

```
>>> import textworld
>>> gamefiles = ["/path/to/game.ulx", "/path/to/another/game.z8"]
>>> vocab = textworld.vocab.extract_from(gamefiles)
>>> vocab = sorted(vocab) # Sorting the vocabulary, optional.
>>> action_space = textworld.gym.text_spaces.Word(max_length=8, vocab=vocab)
```

Parameters

- **max_length** (*int*) – Maximum number of words in a text.
- **vocab** (*list of strings*) – Vocabulary defining this space. It shouldn't contain any duplicate words.

tokenize (*text, padding=False*)

Tokenize words found in the vocabulary.

Note: text will be padded up to `self.max_length`.

TEXTWORLD.ENVS

8.1 Glulx

class `textworld.envs.glulx.git_glulx.GitGlulxEnv` (*args, **kwargs)

Bases: `textworld.core.Environment`

Environment to support playing Glulx games.

This environment supports playing text-based games that were compiled for the [Glulx virtual machine](#). The main advantage of using Glulx over Z-Machine is it uses 32-bit data and addresses, so it can handle game files up to four gigabytes long. This comes handy when we want to generate large world with a lot of objects in it.

We use a customized version of [git-glulx](#) as the glulx interpreter. That way we don't rely on stdin/stdout to communicate with the interpreter but instead use UNIX sockets.

Arguments: `infos`: Information to be included in the game state. By default, only the game's narrative is included.

close ()

Ends the game.

Return type `None`

load (*ulx_file*)

Loads a new text-based game.

Parameters `path` – Path to the game file to load.

Return type `None`

render (*mode='human'*)

Renders the current state of the game.

Parameters `mode` (`str`) – The mode to use for rendering.

Return type `None`

reset ()

Starts game from the beginning.

Return type `str`

Returns Initial state of the game.

step (*command*)

Performs a given command.

Parameters `command` (`str`) – Text command to send to the interpreter.

Return type `str`

Returns A tuple containing the new game state, a reward for performing that command and reaching this new state, and whether the game is finished or not.

property game_running

Determines if the game is still running.

Return type `bool`

8.2 Wrappers

class `textworld.envs.wrappers.recorder.Recorder`

Bases: `textworld.core Wrapper`

Args: `env`: environment to wrap.

reset ()

Return type `GameState`

step (`command`)

Return type `Tuple[GameState, float, bool]`

class `textworld.envs.wrappers.viewer.HtmlViewer` (`env`, `open_automatically=True`,
`port=8080`)

Bases: `textworld.core Wrapper`

Wrap a TextWorld environment to provide visualization.

During a playthrough, the game can be visualized via local webserver <http://localhost:<port>>.

:param : The TextWorld environment to wrap. :type : param `env`: :param : Port to use for the web viewer. :type : param `port`:

close ()

Close the game.

In addition to shutting down the game, this closes the local webserver.

reset ()

Reset the game.

Returns

Return type Initial game state.

step (`command`)

Perform a game step.

Parameters `command` (`str`) – Text command to send to the game engine.

Return type `Tuple[GameState, float, bool]`

Returns

- `game_state` – Updated game state.
- `score` – Score for reaching this state.
- `done` – Whether the game is done or not.

property `port`

class `textworld.envs.wrappers.filter.Filter` (*env=None*)
 Bases: `textworld.core Wrapper`

Environment wrapper to filter what information is made available.

Requested information will be included within the `infos` dictionary returned by `Filter.reset()` and `Filter.step(...)`. To request specific information, create a `textworld.EnvInfos` and set the appropriate attributes to `True`. Then, instantiate a `Filter` wrapper with the `EnvInfos` object.

Example

Here is an example of how to request information and retrieve it.

```
>>> from textworld import EnvInfos
>>> from textworld.envs.wrappers import Filter
>>> request_infos = EnvInfos(description=True, inventory=True, extras=["more"])
>>> env = textworld.start(gamefile, request_infos)
>>> env = Filter(env)
>>> ob, infos = env.reset()
>>> print(infos["description"])
>>> print(infos["inventory"])
>>> print(infos["extra.more"])
```

Parameters `env` (Optional[`Environment`]) – environment to wrap.

reset ()

Return type `Tuple[str, Mapping[str, Any]]`

step (*command*)

Return type `Tuple[str, Mapping[str, Any]]`

8.3 Z-Machine

exception `textworld.envs.zmachine.jericho.JerichoUnsupportedGameWarning`
 Bases: `UserWarning`

class `textworld.envs.zmachine.jericho.JerichoEnv` (**args, **kwargs*)
 Bases: `textworld.core.Environment`

Arguments: `infos`: Information to be included in the game state. By default, only the game's narrative is included.

close ()

Ends the game.

load (*z_file*)

Loads a new text-based game.

Parameters `path` – Path to the game file to load.

Return type `None`

reset ()

Starts game from the beginning.

Returns Initial state of the game.

seed (*seed=None*)

Sets the seed for the random number generator.

step (*command*)

Performs a given command.

Parameters **command** – Text command to send to the interpreter.

Returns A tuple containing the new game state, a reward for performing that command and reaching this new state, and whether the game is finished or not.

property game_running

Determines if the game is still running.

Return type `bool`

TEXTWORLD.AGENTS

```
class textworld.agents.human.HumanAgent (autocompletion=False, walkthrough=False)
```

```
    Bases: textworld.core.Agent
```

```
    act (game_state, reward, done)
```

```
        Acts upon the current game state.
```

Parameters

- **game_state** – Current game state.
- **reward** – Accumulated reward up until now.
- **done** – Whether the game is finished.

Returns Text command to be performed in this current state.

```
    reset (env)
```

```
        Let the agent set some environment's flags.
```

Parameters **env** – TextWorld environment.

```
class textworld.agents.random.NaiveAgent (seed=1234)
```

```
    Bases: textworld.core.Agent
```

```
    act (game_state, reward, done)
```

```
        Acts upon the current game state.
```

Parameters

- **game_state** – Current game state.
- **reward** – Accumulated reward up until now.
- **done** – Whether the game is finished.

Returns Text command to be performed in this current state.

```
    reset (env)
```

```
        Let the agent set some environment's flags.
```

Parameters **env** – TextWorld environment.

```
class textworld.agents.random.RandomCommandAgent (seed=1234)
```

```
    Bases: textworld.core.Agent
```

```
    act (game_state, reward, done)
```

```
        Acts upon the current game state.
```

Parameters

- **game_state** – Current game state.

- **reward** – Accumulated reward up until now.
- **done** – Whether the game is finished.

Returns Text command to be performed in this current state.

reset (*env*)

Let the agent set some environment's flags.

Parameters **env** – TextWorld environment.

class `textworld.agents.simple.NaiveAgent` (*seed=1234*)

Bases: `textworld.core.Agent`

act (*game_state, reward, done*)

Acts upon the current game state.

Parameters

- **game_state** – Current game state.
- **reward** – Accumulated reward up until now.
- **done** – Whether the game is finished.

Returns Text command to be performed in this current state.

reset (*env*)

Let the agent set some environment's flags.

Parameters **env** – TextWorld environment.

exception `textworld.agents.walkthrough.WalkthroughDone`

Bases: `NameError`

class `textworld.agents.walkthrough.WalkthroughAgent` (*commands=None*)

Bases: `textworld.core.Agent`

Agent that simply follows a list of commands.

act (*game_state, reward, done*)

Acts upon the current game state.

Parameters

- **game_state** – Current game state.
- **reward** – Accumulated reward up until now.
- **done** – Whether the game is finished.

Returns Text command to be performed in this current state.

reset (*env*)

Let the agent set some environment's flags.

Parameters **env** – TextWorld environment.

TEXTWORLD.GENERATOR

exception `textworld.generator.GenerationWarning`

Bases: `UserWarning`

`textworld.generator.compile_game` (*game*, *options=None*)

Compile a game.

Parameters

- **game** (*Game*) – Game object to compile.
- **options** (`Optional[GameOptions]`) – For customizing the game generation (see `textworld.GameOptions` for the list of available options).

Returns The path to compiled game.

`textworld.generator.make_game` (*options*)

Make a game (map + objects + quest).

Parameters **options** (*GameOptions*) – For customizing the game generation (see `textworld.GameOptions` for the list of available options).

Return type *Game*

Returns Generated game.

`textworld.generator.make_game_with` (*world*, *quests=None*, *grammar=None*)

`textworld.generator.make_grammar` (*options={}*, *rng=None*)

Return type *Grammar*

`textworld.generator.make_map` (*n_rooms*, *size=None*, *rng=None*, *possible_door_states=['open', 'closed', 'locked']*)

Make a map.

Parameters

- **n_rooms** (*int*) – Number of rooms in the map.
- **size** (*tuple of int*) – Size (height, width) of the grid delimiting the map.

`textworld.generator.make_quest` (*world*, *options=None*)

`textworld.generator.make_small_map` (*n_rooms*, *rng=None*, *possible_door_states=['open', 'closed', 'locked']*)

Make a small map.

The map will contains one room that connects to all others.

Parameters

- **n_rooms** (*int*) – Number of rooms in the map (maximum of 5 rooms).

- **possible_door_states** (*list of str, optional*) – Possible states doors can have.

`textworld.generator.make_world(world_size, nb_objects=0, rngs=None)`

Make a world (map + objects).

Parameters

- **world_size** (*int*) – Number of rooms in the world.
- **nb_objects** (*int*) – Number of objects in the world.

`textworld.generator.make_world_with(rooms, rng=None)`

Make a world that contains the given rooms.

Parameters **rooms** (*list of textworld.logic.Variable*) – Rooms in the map. Variables must have type 'r'.

exception `textworld.generator.chaining.QuestGenerationError`

Bases: `Exception`

class `textworld.generator.chaining.Chain(initial_state, nodes)`

Bases: `object`

An initial state and a chain of actions forming a quest.

nodes

The dependency tree of this quest.

initial_state

The initial state from which the actions start.

actions

The sequence of actions forming this quest.

class `textworld.generator.chaining.ChainNode(action, depth, breadth, parent)`

Bases: `object`

A node in a chain of actions.

action

The action to perform at this step.

depth

This node's depth in the dependency tree.

breadth

This node's breadth in the dependency tree.

parent

This node's parent in the dependency tree.

class `textworld.generator.chaining.ChainingOptions`

Bases: `object`

Options for customizing the behaviour of chaining.

backward

Whether to run chaining forwards or backwards. Forward chaining produces a sequence of actions that start at the provided state, while backward chaining produces a sequence of actions that end up at the provided state.

min_length

The minimum length of the generated quests.

max_length

The maximum length of the generated quests.

min_depth

The minimum depth (length) of the generated independent subquests.

max_depth

The maximum depth (length) of the generated independent subquests.

min_breadth

The minimum breadth of the generated quests. When this is higher than 1, the generated quests will have multiple parallel subquests. In this case, `min_depth` and `max_depth` limit the length of these independent subquests, not the total size of the quest.

max_breadth

The maximum breadth of the generated quests.

subquests

Whether to also return incomplete quests, which could be extended without reaching the depth or breadth limits.

independent_chains

Whether to allow totally independent parallel chains.

create_variables

Whether new variables may be created during chaining.

fixed_mapping

A fixed mapping from placeholders to variables, for singletons.

rng

If provided, randomize the order of the quests using this random number generator.

logic

The rules of the game.

rules_per_depth

A list of lists of rules for restricting the allowed actions at certain depths.

restricted_types

A set of types that may not have new variables created.

allowed_types

A set of types that are allowed to have new variables created.

check_action (*state*, *action*)

Check if an action should be allowed in this state.

The default implementation disallows actions that would create new facts that don't mention any new variables.

Parameters

- **state** (*State*) – The current state.
- **action** (*Action*) – The action being applied.

Return type `bool`

Returns Whether that action should be allowed.

check_new_variable (*state*, *type*, *count*)

Check if a new variable should be allowed to be created in this state.

Parameters

- **state** (*State*) – The current state.
- **type** (*str*) – The type of variable being created.
- **count** (*int*) – The total number of variables of that type.

Return type *bool*

Returns Whether that variable should be allowed to be created.

copy ()

Return type *ChainingOptions*

get_rules (*depth*)

Get the relevant rules for this depth.

Parameters **depth** (*int*) – The current depth in the chain.

Return type *Iterable[Rule]*

Returns The rules that may be applied at this depth in the chain.

property **fixed_mapping**

Return type *GameLogic*

property **logic**

Return type *GameLogic*

`textworld.generator.chaining.get_chains` (*state, options*)

Generates chains of actions (quests) starting from or ending at the given state.

Parameters

- **state** (*State*) – The initial state for chaining.
- **options** (*ChainingOptions*) – Options to configure chaining behaviour.

Return type *Iterable[Chain]*

Returns All possible quests according to the constraints.

`textworld.generator.chaining.sample_quest` (*state, options*)

Samples a single chain of actions (a quest) starting from or ending at the given state.

Parameters

- **state** (*State*) – The initial state for chaining.
- **options** (*ChainingOptions*) – Options to configure chaining behaviour. Set `options.rng` to sample a random quest.

Return type *Optional[Chain]*

Returns A single possible quest.

Raises *QuestGenerationError* – No quest could be generated given the provided chaining options.

class `textworld.generator.dependency_tree.DependencyTree` (*element_type=<class 'textworld.generator.dependency_tree.DependencyTrees=[])*

Bases: *object*

copy ()

Return type *DependencyTree*

push (*value*, *allow_multi_root=False*)

Add a value to this dependency tree.

Adding a value already present in the tree does not modify the tree.

Parameters

- **value** (*Any*) – value to add.
- **allow_multi_root** (*bool*) – if *True*, allow the value to spawn an additional root if needed.

Return type *bool*

remove (*value*)

Remove all leaves having the given value.

The value to remove needs to belong to at least one leaf in this tree. Otherwise, the tree remains unchanged.

Parameters **value** (*Any*) – value to remove from the tree.

Return type *bool*

Returns Whether the tree has changed or not.

property empty

Return type *bool*

property leaves_elements

Return type *List[DependencyTreeElement]*

property leaves_values

Return type *List[Any]*

property values

Return type *List[Any]*

class `textworld.generator.dependency_tree.DependencyTreeElement` (*value*)

Bases: *object*

Representation of an element in the dependency tree.

The notion of dependency and ordering should be defined for these elements.

Subclasses should override *depends_on*, *__lt__* and *__str__* accordingly.

depends_on (*other*)

Check whether this element depends on the *other*.

Return type *bool*

is_distinct_from (*others*)

Check whether this element is distinct from *others*.

Return type *bool*

class `textworld.generator.logger.GameLogger` (*group_actions=True*)

Bases: *object*

aggregate (*other*)

collect (*game*)

display_stats ()

static load (*filename*)

save (*filename*)

stats ()

exception textworld.generator.vtypes.**NotEnoughNounsError**

Bases: `NameError`

class textworld.generator.vtypes.**VariableType** (*type, name, parent=None*)

Bases: `object`

classmethod deserialize (*data*)

Return type `VariableType`

classmethod parse (*expr*)

Parse a variable type expression.

Parameters **expr** (`str`) – The string to parse, in the form `name: type -> parent1 & parent2` or `name: type` for root node.

Return type `VariableType`

serialize ()

Return type `str`

class textworld.generator.vtypes.**VariableTypeTree** (*vtypes*)

Bases: `object`

Manages hierarchy of types defined in `./grammars/variables.txt`. Used for extending the rules.

count (*state*)

Counts how many objects there are of each type.

descendants (*vtype*)

Given a variable type, return all possible descendants.

classmethod deserialize (*data*)

Return type `VariableTypeTree`

get_ancestors (*vtype*)

List all ancestors of a type where the closest ancestors are first.

get_description (*vtype*)

is_constant (*vtype*)

is_descendant_of (*child, parents*)

Return if child is a descendant of parent

classmethod load (*path*)

Read variables from text file.

sample (*parent_type, rng, exceptions=[], include_parent=True, probs=None*)

Sample an object type given the parent's type.

serialize ()

Return type `List`

CHEST = `'c'`

CLASS HOLDER = `['c', 's']`

SUPPORTER = `'s'`

`textworld.generator.vtypes.get_new` (*type*, *types_counts*, *max_types_counts=None*)
Get the next available id for a given type.

`textworld.generator.vtypes.parse_variable_types` (*content*)
Parse a list VariableType expressions.

10.1 Game

exception `textworld.generator.game.UnderspecifiedEventError`
Bases: `NameError`

exception `textworld.generator.game.UnderspecifiedQuestError`
Bases: `NameError`

class `textworld.generator.game.ActionDependencyTree` (**args*, *kb=None*, ***kwargs*)
Bases: `textworld.generator.dependency_tree.DependencyTree`

`copy` ()

Return type `ActionDependencyTree`

`flatten` ()

Generates a flatten representation of this dependency tree.

Actions are greedily yielded by iteratively popping leaves from the dependency tree.

Return type `Iterable[Action]`

`remove` (*action*)

Remove all leaves having the given value.

The value to remove needs to belong to at least one leaf in this tree. Otherwise, the tree remains unchanged.

Parameters *value* – value to remove from the tree.

Return type `Tuple[bool, Optional[Action]]`

Returns Whether the tree has changed or not.

class `textworld.generator.game.ActionDependencyTreeElement` (*value*)
Bases: `textworld.generator.dependency_tree.DependencyTreeElement`

Representation of an `Action` in the dependency tree.

The notion of dependency and ordering is defined as follows:

- `action1` depends on `action2` if `action1` needs the propositions added by `action2`;
- `action1` should be performed before `action2` if `action2` removes propositions needed by `action1`.

`depends_on` (*other*)

Check whether this action depends on the `other`.

`action1` depends on `action2` when the intersection between the propositions added by `action2` and the preconditions of the `action1` is not empty, i.e. `action1` needs the propositions added by `action2`.

Return type `bool`

`is_distinct_from` (*others*)

Check whether this element is distinct from `others`.

We check if `self.action` has any additional information that `others` actions don't have. This helps us to identify whether a group of nodes in the dependency tree already contain all the needed information that `self.action` would bring.

Return type `bool`

property action

Return type `Action`

class `textworld.generator.game.EntityInfo` (*id*, *type*)

Bases: `object`

Additional information about entities in the game.

classmethod `deserialize` (*data*)

Creates a `EntityInfo` from serialized data.

Parameters *data* (`Mapping`) – Serialized data with the needed information to build a `EntityInfo` object.

Return type `EntityInfo`

serialize ()

Serialize this object.

Results: `EntityInfo`'s data serialized to be JSON compatible

Return type `Mapping`

adj

The adjective (i.e. descriptive) part of the name, if available.

Type `str`

definite

The definite article to use for this entity.

Type `str`

desc

Text description displayed when examining this entity in the game.

Type `str`

id

Unique name for this entity. It is used when generating

Type `str`

indefinite

The indefinite article to use for this entity.

Type `str`

name

The name that will be displayed in-game to identify this entity.

Type `str`

noun

The noun part of the name, if available.

Type `str`

room_type

Type of the room this entity belongs to. It used to influence its *name* during text generation.

Type `str`

synonyms

Alternative names that can be used to refer to this entity.

Type List[str]

type

The type of this entity.

Type str

class textworld.generator.game.**Event** (*actions=()*, *conditions=()*, *commands=()*)

Bases: object

Event happening in TextWorld.

An event gets triggered when its set of conditions become all satisfied.

actions

Actions to be performed to trigger this event

commands

Human readable version of the actions.

condition

textworld.logic.Action that can only be applied when all conditions are satisfied.

Parameters

- **actions** (Iterable[*Action*]) – The actions to be performed to trigger this event. If an empty list, then *conditions* must be provided.
- **conditions** (Iterable[*Proposition*]) – Set of propositions which need to be all true in order for this event to get triggered.
- **commands** (Iterable[str]) – Human readable version of the actions.

copy ()

Copy this event.

Return type *Event*

classmethod deserialize (data)

Creates an *Event* from serialized data.

Parameters **data** (Mapping) – Serialized data with the needed information to build a *Event* object.

Return type *Event*

is_triggering (state)

Check if this event would be triggered in a given state.

Return type bool

serialize ()

Serialize this event.

Results: *Event*'s data serialized to be JSON compatible.

Return type Mapping

set_conditions (conditions)

Set the triggering conditions for this event.

Parameters `conditions` (`Iterable[Proposition]`) – Set of propositions which need to be all true in order for this event to get triggered.

Return type `Action`

Returns Action that can only be applied when all conditions are satisfied.

property actions

Return type `Iterable[Action]`

property commands

Return type `Iterable[str]`

class `textworld.generator.game.EventProgression` (`event, kb`)

Bases: `object`

`EventProgression` monitors a particular event.

Internally, the event is represented as a dependency tree of relevant actions to be performed.

Parameters `quest` – The quest to keep track of its completion.

compress_policy (`state`)

Compress the policy given a game state.

Parameters `state` (`State`) – Current game state.

Return type `bool`

Returns Whether the policy was compressed or not.

update (`action=None, state=None`)

Update event progression given available information.

Parameters

- `action` (`Optional[Action]`) – Action potentially affecting the event progression.
- `state` (`Optional[State]`) – Current game state.

Return type `None`

property done

Check if the quest is done (i.e. triggered or untriggerable).

Return type `bool`

property triggered

Check whether the event has been triggered.

Return type `bool`

property triggering_policy

Actions to be performed in order to trigger the event.

Return type `List[Action]`

property untriggerable

Check whether the event is in an untriggerable state.

Return type `bool`

class `textworld.generator.game.Game` (`world, grammar=None, quests=()`)

Bases: `object`

Game representation in TextWorld.

A *Game* is defined by a world and it can have quest(s) or not. Additionally, a grammar can be provided to control the text generation.

Parameters

- **world** (*World*) – The world to use for the game.
- **quests** (*Iterable[Quest]*) – The quests to be done in the game.
- **grammar** (*Optional[Grammar]*) – The grammar to control the text generation.

change_grammar (*grammar*)

Changes the grammar used and regenerate all text.

Return type *None*

copy ()

Make a shallow copy of this game.

Return type *Game*

classmethod deserialize (*data*)

Creates a *Game* from serialized data.

Parameters **data** (*Mapping*) – Serialized data with the needed information to build a *Game* object.

Return type *Game*

classmethod load (*filename*)

Creates *Game* from serialized data saved in a file.

Return type *Game*

save (*filename*)

Saves the serialized data of this game to a file.

Return type *None*

serialize ()

Serialize this object.

Results: Game's data serialized to be JSON compatible

Return type *Mapping*

property command_templates

All command templates understood in this game.

Return type *List[str]*

property directions_names

Return type *List[str]*

property entity_names

Return type *List[str]*

property infos

Information about the entities in the game.

Return type *Dict[str, EntityInfo]*

property max_score

Sum of the reward of all quests.

Return type `int`

property objective

Return type `str`

property objects_names

The names of all relevant objects in this game.

Return type `List[str]`

property objects_names_and_types

The names of all non-player objects along with their type in this game.

Return type `List[str]`

property objects_types

All types of objects in this game.

Return type `List[str]`

property verbs

Verbs that should be recognized in this game.

Return type `List[str]`

property walkthrough

Return type `Optional[List[str]]`

property win_condition

All win conditions, one for each quest.

Return type `List[Collection[Proposition]]`

class `textworld.generator.game.GameOptions`

Bases: `object`

Options for customizing the game generation.

nb_rooms

Number of rooms in the game.

Type `int`

nb_objects

Number of objects in the game.

Type `int`

nb_parallel_quests

Number of parallel quests, i.e. not sharing a common goal.

Type `int`

quest_length

Number of actions that need to be performed to complete the game.

Type `int`

quest_breadth

Number of subquests per independent quest. It controls how nonlinear a quest can be (1: linear).

Type `int`

quest_depth

Number of actions that need to be performed to solve a subquest.

Type int

path

Path of the compiled game (.ulx or .z8). Also, the source (.ni) and metadata (.json) files will be saved along with it.

Type str

force_recompile

If `True`, recompile game even if it already exists.

Type bool

file_ext

Type of the generated game file. Either .z8 (Z-Machine) or .ulx (Glulx). If `path` already has an extension, this is ignored.

Type str

seeds

Seeds for the different generation processes.

- If `None`, seeds will be sampled from `textworld.g_rng`.
- If `int`, it acts as a seed for a random generator that will be used to sample the other seeds.
- If `dict`, the following keys can be set:
 - 'map': control the map generation;
 - 'objects': control the type of objects and their location;
 - 'quest': control the quest generation;
 - 'grammar': control the text generation.

For any key missing, a random number gets assigned (sampled from `textworld.g_rng`).

Type Optional[Union[int, Dict]]

kb

The knowledge base containing the logic and the text grammars (see `textworld.generator.KnowledgeBase` for more information).

Type *KnowledgeBase*

chaining

For customizing the quest generation (see `textworld.generator.ChainingOptions` for the list of available options).

Type *ChainingOptions*

grammar

For customizing the text generation (see `textworld.generator.GrammarOptions` for the list of available options).

Type *GrammarOptions*

copy()

Return type *GameOptions*

property kb

Return type *KnowledgeBase*

property `quest_breadth`

Return type `int`

property `quest_length`

Return type `int`

property `rngs`

Return type `Dict[str, RandomState]`

property `seeds`

property `uuid`

Return type `str`

class `textworld.generator.game.GameProgression` (*game*, *track_quests=True*)

Bases: `object`

`GameProgression` keeps track of the progression of a game.

If *tracking_quests* is `True`, then *winning_policy* will be the list of `Action` that need to be applied in order to complete the game.

Parameters

- **game** (*Game*) – The game for which to track progression.
- **track_quests** (`bool`) – whether quest progressions are being tracked.

update (*action*)

Update the state of the game given the provided action.

Parameters **action** (*Action*) – Action affecting the state of the game.

Return type `None`

property `completed`

Whether all quests are completed.

Return type `bool`

property `done`

Whether all quests are completed or at least one has failed or is unfinishable.

Return type `bool`

property `failed`

Whether at least one quest has failed or is unfinishable.

Return type `bool`

property `score`

Sum of the reward of all completed quests.

Return type `int`

property `tracking_quests`

Whether quests are being tracked or not.

Return type `bool`

property `valid_actions`

Actions that are valid at the current state.

Return type `List[Action]`

property winning_policy

Actions to be performed in order to complete the game.

Return type Optional[List[Action]]

Returns A policy that leads to winning the game. It can be None if *tracking_quests* is False or the quest has failed.

class textworld.generator.game.**Quest** (*win_events=()*, *fail_events=()*, *reward=None*, *desc=None*, *commands=()*)

Bases: object

Quest representation in TextWorld.

A quest is defined by a mutually exclusive set of winning events and a mutually exclusive set of failing events.

win_events

Mutually exclusive set of winning events. That is, only one such event needs to be triggered in order to complete this quest.

fail_events

Mutually exclusive set of failing events. That is, only one such event needs to be triggered in order to fail this quest.

reward

Reward given for completing this quest.

desc

A text description of the quest.

commands

List of text commands leading to this quest completion.

Parameters

- **win_events** (Iterable[Event]) – Mutually exclusive set of winning events. That is, only one such event needs to be triggered in order to complete this quest.
- **fail_events** (Iterable[Event]) – Mutually exclusive set of failing events. That is, only one such event needs to be triggered in order to fail this quest.
- **reward** (Optional[int]) – Reward given for completing this quest. By default, reward is set to 1 if there is at least one winning events otherwise it is set to 0.
- **desc** (Optional[str]) – A text description of the quest.
- **commands** (Iterable[str]) – List of text commands leading to this quest completion.

copy()

Copy this quest.

Return type Quest

classmethod deserialize(data)

Creates a Quest from serialized data.

Parameters **data** (Mapping) – Serialized data with the needed information to build a Quest object.

Return type Quest

is_failing(state)

Check if this quest is failing in that particular state.

Return type bool

is_winning (*state*)

Check if this quest is winning in that particular state.

Return type `bool`

serialize ()

Serialize this quest.

Results: Quest's data serialized to be JSON compatible

Return type `Mapping`

property commands

Return type `Iterable[str]`

property fail_events

Return type `Iterable[Event]`

property win_events

Return type `Iterable[Event]`

class `textworld.generator.game.QuestProgression` (*quest, kb*)

Bases: `object`

QuestProgression keeps track of the completion of a quest.

Internally, the quest is represented as a dependency tree of relevant actions to be performed.

Parameters **quest** (*Quest*) – The quest to keep track of its completion.

update (*action=None, state=None*)

Update quest progression given available information.

Parameters

- **action** (`Optional[Action]`) – Action potentially affecting the quest progression.
- **state** (`Optional[State]`) – Current game state.

Return type `None`

property completable

Check if the quest has winning events.

Return type `bool`

property completed

Check whether the quest is completed.

Return type `bool`

property done

Check if the quest is done (i.e. completed, failed or unfinishable).

Return type `bool`

property failed

Check whether the quest has failed.

Return type `bool`

property unfinishable

Check whether the quest is in an unfinishable state.

Return type `bool`

property `winning_policy`

Actions to be performed in order to complete the quest.

Return type `Optional[List[Action]]`

`textworld.generator.game.gen_commands_from_actions` (*actions*, *kb=None*)

Return type `List[str]`

10.2 World

exception `textworld.generator.world.NoFreeExitError`

Bases: `Exception`

class `textworld.generator.world.World` (*kb=None*)

Bases: `object`

add_fact (*fact*)

Return type `None`

add_facts (*facts*)

Return type `None`

classmethod `deserialize` (*serialized_facts*, *kb=None*)

Return type `World`

find_object_by_id (*id*)

Return type `Optional[WorldObject]`

find_room_by_id (*id*)

Return type `Optional[WorldRoom]`

classmethod `from_facts` (*facts*, *kb=None*)

Return type `World`

classmethod `from_map` (*map*, *kb=None*)

Parameters `map` (`Graph`) – Graph defining the structure of the world.

Return type `World`

get_all_objects_in (*obj*)

Return type `List[WorldObject]`

get_entities_per_type (*type*)

Get all entities of a certain type.

Return type `List[WorldEntity]`

get_facts_in_scope ()

Return type `List[Proposition]`

get_objects_in_inventory ()

Return type `List[WorldObject]`

get_visible_objects_in (*obj*)

Return type `List[WorldObject]`

populate (*nb_objects*, *rng=None*, *object_types_probs=None*)

Return type `List[Proposition]`

populate_room (*nb_objects*, *room*, *rng=None*, *object_types_probs=None*)

Return type `List[Proposition]`

populate_room_with (*objects*, *room*, *rng=None*)

Return type `List[Proposition]`

populate_with (*objects*, *rng=None*)

Return type `List[Proposition]`

serialize ()

Return type `List`

set_player_room (*start_room=None*)

Return type `Proposition`

property entities

Return type `ValuesView[WorldEntity]`

property facts

Return type `List[Proposition]`

property objects

Return type `List[WorldObject]`

property player_room

Return type `WorldRoom`

property rooms

Return type `List[WorldRoom]`

property state

Return type `State`

class `textworld.generator.world.WorldEntity` (**args*, ***kwargs*)

Bases: `textworld.logic.Variable`

A `WorldEntity` is an abstract concept representing anything with a name and a type.

Create a `Variable`.

Parameters

- **name** – The (unique) name of the variable.
- **type** (*optional*) – The type of the variable. Defaults to the same as the name.

add_related_fact (*fact*)

Return type `None`

classmethod create (*var*)

Return type `Union[WorldRoom, WorldObject]`

`get_attributes()`

Return type `List[Proposition]`

property id

Return type `str`

name

type

class `textworld.generator.world.WorldObject(*args, **kwargs)`

Bases: `textworld.generator.world.WorldEntity`

A WorldObject is anything we can directly interact with.

Create a Variable.

Parameters

- **name** – The (unique) name of the variable.
- **type** (*optional*) – The type of the variable. Defaults to the same as the name.

name

type

class `textworld.generator.world.WorldRoom(*args, **kwargs)`

Bases: `textworld.generator.world.WorldEntity`

WorldRooms can be linked with each other through exits.

Create a Variable.

Parameters

- **name** – The (unique) name of the variable.
- **type** (*optional*) – The type of the variable. Defaults to the same as the name.

name

type

`textworld.generator.world.connect(room1, direction, room2, door=None)`

Generate predicates that connect two rooms.

Parameters

- **room1** (*Variable*) – A room variable.
- **direction** (`str`) – Direction that we need to travel to go from room1 to room2.
- **room2** (*Variable*) – A room variable.
- **door** (`Optional[Variable]`) – The door separating the two rooms. If None, there is no door between the rooms.

Return type `List[Proposition]`

`textworld.generator.world.graph2state(G, rooms)`

Convert Graph object to a list of Proposition.

Parameters

- **G** (`Graph`) – Graph defining the structure of the world.
- **rooms** (`Dict[str, Variable]`) – information about the rooms in the world.

Return type `List[Proposition]`

`textworld.generator.graph_networks.create_map` (*rng*, *n_nodes*, *h*, *w*, *possible_door_states*=['open', 'closed', 'locked'])

`textworld.generator.graph_networks.create_small_map` (*rng*, *n_rooms*, *possible_door_states*=['open', 'closed', 'locked'])

`textworld.generator.graph_networks.direction` (*x*, *y*)

`textworld.generator.graph_networks.extremes` (*G*)
Find left most and bottom nodes in the cartesian sense.

`textworld.generator.graph_networks.gen_layout` (*rng*, *n_nodes*=5, *h*=10, *w*=10)
Generate a map with *n_nodes* rooms by picking a subgraph from a *h*,*w* grid.

`textworld.generator.graph_networks.get_path` (*G*, *room1*, *room2*)

`textworld.generator.graph_networks.mark_doors` (*G*, *rng*, *possible_door_states*=['open', 'closed', 'locked'])
Put doors between neighbouring articulation points.

`textworld.generator.graph_networks.plot_graph` (*g*, *show*=True)
Plot cartesian graph on a grid.

`textworld.generator.graph_networks.relabel` (*G*)
Relabel *G* so that its origin is (0, 0)

`textworld.generator.graph_networks.reverse_direction` (*direction*)

`textworld.generator.graph_networks.shortest_path` (*G*, *source*, *target*)
Return shortest path in terms of directions.

`textworld.generator.graph_networks.xy_diff` (*x*, *y*)

10.3 GameMaker

exception `textworld.generator.maker.ExitAlreadyUsedError`
Bases: `ValueError`

exception `textworld.generator.maker.FailedConstraintsError` (*failed_constraints*)
Bases: `ValueError`
Thrown when a constraint has failed during generation.
Parameters `failed_constraints` (`List[Action]`) – The constraints that have failed

exception `textworld.generator.maker.MissingPlayerError`
Bases: `ValueError`

exception `textworld.generator.maker.PlayerAlreadySetError`
Bases: `ValueError`

exception `textworld.generator.maker.QuestError`
Bases: `ValueError`

class `textworld.generator.maker.GameMaker` (*options*=None)
Bases: `object`
Stateful utility class for handcrafting text-based games.

player

Entity representing the player.

Type *WorldEntity*

inventory

Entity representing the player's inventory.

Type *WorldEntity*

nowhere

List of out-of-world entities (e.g. objects that would only appear later in a game).

Type List[*WorldEntity*]

rooms

The rooms present in this world.

Type List[*WorldRoom*]

paths

The connections between the rooms.

Type List[*WorldPath*]

Creates an empty world, with a player and an empty inventory.

add_fact (*name*, **entities*)

Adds a fact.

Parameters

- **name** (*str*) – The name of the new fact.
- ***entities** – A list of *WorldEntity* as arguments to this fact.

Return type None

build (*validate=True*)

Create a Game instance given the defined facts.

Parameters **validate** (*optional*) – If True, check if the game is valid, i.e. respects all constraints.

Returns

Return type Generated game.

compile (*path*)

Compile this game.

Parameters **path** (*str*) – Path where to save the generated game.

Returns Path to the game file.

Return type *game_file*

connect (*exit1*, *exit2*)

Connect two rooms using their exits.

Parameters

- **exit1** (*WorldRoomExit*) – The exit of the first room to link.
- **exit2** (*WorldRoomExit*) – The exit of the second room to link.

Return type *WorldPath*

Returns The path created by the link between two rooms, with no door.

find_by_name (*name*)

Find an entity using its name.

Return type Optional[*WorldEntity*]

find_path (*room1*, *room2*)

Get the path between two rooms, if it exists.

Parameters

- **room1** (*WorldRoom*) – One of the two rooms.
- **room2** (*WorldRoom*) – The other room.

Return type Optional[*WorldEntity*]

Returns The matching path path, if it exists.

findall (*type*)

Gets all entities of the given type.

Parameters **type** (*str*) – The type of entity to find.

Return type List[*WorldEntity*]

Returns All entities which match.

generate_distractors (*nb_distractors*)

Generates a number of distractors - random objects.

Parameters **nb_distractors** (*int*) – The number of distractors to game will contain.

Return type None

generate_random_quests (*nb_quests=1*, *length=1*, *breadth=1*)

Generates random quests for the game.

Warning: This method overrides any previous quests the game had.

Parameters

- **nb_quests** – Number of parallel quests, i.e. not sharing a common goal.
- **length** (*int*) – Number of actions that need to be performed to complete the game.
- **breadth** (*int*) – Number of subquests per independent quest. It controls how nonlinear a quest can be (1: linear).

Return type List[*Quest*]

Returns The generated quests.

import_graph (*G*)

Convert Graph object to a list of Proposition.

Parameters **G** (*Graph*) – Graph defining the structure of the world.

Return type List[*WorldRoom*]

move (*entity*, *new_location*)

Move an entity to a new location.

Parameters

- **entity** (*WorldEntity*) – Entity to move.
- **new_location** (*WorldEntity*) – Where to move the entity.

Return type None

new (*type*, *name=None*, *desc=None*)

Creates new entity given its type.

Parameters

- **type** (*str*) – The type of the entity.
- **name** (*Optional[str]*) – The name of the entity.
- **desc** (*Optional[str]*) – The description of the entity.

Return type Union[*WorldEntity*, *WorldRoom*]

Returns

The newly created entity.

- If the *type* is 'r', then a *WorldRoom* object is returned.
- Otherwise, a *WorldEntity* is returned.

new_door (*path*, *name=None*, *desc=None*)

Creates a new door and add it to the path.

Parameters

- **path** (*WorldPath*) – A path between two rooms where to add the door.
- **name** (*Optional[str]*) – The name of the door. Default: generate one automatically.
- **desc** (*Optional[str]*) – The description of the door.

Return type *WorldEntity*

Returns The newly created door.

new_event_using_commands (*commands*)

Creates a new event using predefined text commands.

This launches a `textworld.play` session to execute provided commands.

Parameters **commands** (*List[str]*) – Text commands.

Return type *Event*

Returns The resulting event.

new_fact (*name*, **entities*)

Create new fact.

Parameters

- **name** (*str*) – The name of the new fact.
- ***entities** – A list of entities as arguments to the new fact.

Return type None

new_quest_using_commands (*commands*)

Creates a new quest using predefined text commands.

This launches a `textworld.play` session to execute provided commands.

Parameters **commands** (*List[str]*) – Text commands.

Return type *Quest*

Returns The resulting quest.

new_room (*name=None, desc=None*)

Create new room entity.

Parameters

- **name** (*Optional[str]*) – The name of the room.
- **desc** (*Optional[str]*) – The description of the room.

Return type *WorldRoom*

Returns The newly created room entity.

record_quest ()

Defines the game's quest by recording the commands.

This launches a `textworld.play` session.

Return type *Quest*

Returns The resulting quest.

render (*interactive=False*)

Returns a visual representation of the world. `:type interactive: bool` `:param interactive:` opens an interactive session in the browser instead of returning a png. `:return:` `:param save_screenshot:` ONLY FOR WHEN `interactive == False`. Save screenshot in temp directory. `:param filename:` filename for screenshot

set_player (*room*)

Place the player in room.

Parameters **room** (*WorldRoom*) – The room the player will start in.

Notes

At the moment, the player can only be place once and cannot be moved once placed.

Raises *PlayerAlreadySetError* – If the player has already been set.

Return type *None*

set_quest_from_commands (*commands*)

Defines the game's quest using predefined text commands.

This launches a `textworld.play` session.

Parameters **commands** (*List[str]*) – Text commands.

Return type *Quest*

Returns The resulting quest.

set_walkthrough (*commands*)

test (*walkthrough=False*)

Test the game being built.

This launches a `textworld.play` session.

Return type *None*

validate()

Check if the world is valid and can be compiled.

A world is valid if the player has been placed in a room and all constraints (defined in the *knowledge base*) are respected.

Return type `bool`

property facts

All the facts associated to the current game state.

Return type `Iterable[Proposition]`

property state

Current state of the world.

Return type `State`

class `textworld.generator.maker.WorldEntity` (*var*, *name=None*, *desc=None*, *kb=None*)

Bases: `object`

Represents an entity in the world.

Example of entities commonly found in text-based games: rooms, doors, items, etc.

Parameters

- **var** (*Variable*) – The underlying variable for the entity which is used by TextWorld’s inference engine.
- **name** (`Optional[str]`) – The name of the entity that will be displayed in-game. Default: generate one according to the variable’s type.
- **desc** (`Optional[str]`) – The description of the entity that will be displayed when examining it in the game.

add(*entities)

Add children to this entity.

Return type `None`

add_fact(name, *entities)

Adds a fact to this entity.

Parameters

- **name** (`str`) – The name of the new fact.
- ***entities** – A list of entities as arguments to the new fact.

Return type `None`

add_property(name)

Adds a property to this entity.

A property is a fact that only involves one entity. For instance, ‘closed(c)’, ‘open(c)’, and ‘locked(c)’ are all properties.

Parameters **name** (`str`) – The name of the new property.

Return type `None`

has_property(name)

Determines if this object has a property with the given name.

Parameters **name of the property.** (*The*) –

Example

```
>>> from textworld import GameMaker
>>> M = GameMaker()
>>> chest = M.new(type="c", name="chest")
>>> chest.has_property('closed')
False
>>> chest.add_property('closed')
>>> chest.has_property('closed')
True
```

Return type bool

remove (**entities*)

remove_fact (*name*, **entities*)

Return type None

remove_property (*name*)

Return type None

property facts

All facts related to this entity (or its children content).

Return type List[*Proposition*]

property id

Unique name used internally.

Return type str

property name

Name of this entity.

Return type str

property properties

Properties of this object are things that refer to this object and this object alone. For instance, ‘closed’, ‘open’, and ‘locked’ are possible properties of ‘containers’.

Return type List[*Proposition*]

property type

Type of this entity.

Return type str

class textworld.generator.maker.**WorldPath** (*src*, *src_exit*, *dest*, *dest_exit*, *door=None*,
kb=None)

Bases: object

Represents a path between two *WorldRoom* objects.

A *WorldPath* encapsulates the source *WorldRoom*, the source *WorldRoomExit*, the destination *WorldRoom* and the destination *WorldRoom*. Optionally, a linking door can also be provided.

Parameters

- **src** (*WorldRoom*) – The source room.
- **src_exit** (*WorldRoomExit*) – The exit of the source room.

- **dest** (*WorldRoom*) – The destination room.
- **dest_exit** (*WorldRoomExit*) – The exist of the destination room.
- **door** (Optional[*WorldEntity*]) – The door between the two rooms, if any.

property door

The entity representing the door or None if there is none.

Return type Optional[*WorldEntity*]

property facts

Facts related to this path.

Return type List[*Proposition*]

Returns The facts that make up this path.

class textworld.generator.maker.**WorldRoom** (*args, **kwargs)

Bases: *textworld.generator.maker.WorldEntity*

Represents a room in the world.

Takes the same arguments as *WorldEntity*.

Then, creates a *WorldRoomExit* for each direction defined in *graph_networks.DIRECTIONS*, and sets exits to be a dict of those names to the newly created rooms. It then sets an attribute to each name.

Parameters

- **args** – The args to pass to *WorldEntity*
- **kwargs** – The kwargs to pass to *WorldEntity*

east

north

south

west

class textworld.generator.maker.**WorldRoomExit** (src, direction, dest=None)

Bases: object

Represents an exit from a Room.

These are used to connect *WorldRoom*'s to form *WorldPath*'s. *WorldRoomExit*'s are linked to each other through their `:py:attr:`dest`.

When `dest` is None, it means there is no path leading to this exit yet.

Parameters

- **src** (*WorldRoom*) – The *WorldRoom* that the exit is from.
- **direction** (str) – The direction the exit is in: north, east, south, and west are common.
- **dest** (Optional[*WorldRoom*]) – The *WorldRoomExit* that this exit links to (exits are linked to each other).

textworld.generator.maker.**get_failing_constraints** (state, kb=None)

10.4 Grammar

class textworld.generator.text_generation.CountOrderedDict

Bases: collections.OrderedDict

An OrderedDict whose empty items are 0

class textworld.generator.text_generation.MergeAction

Bases: object

Group of actions merged into one.

This allows for blending consecutive instructions.

textworld.generator.text_generation.assign_description_to_object(*obj*, *grammar*, *game*)

Assign a descripton to an object.

textworld.generator.text_generation.assign_description_to_quest(*quest*, *game*, *grammar*)

textworld.generator.text_generation.assign_description_to_room(*room*, *game*, *grammar*)

Assign a descripton to a room.

textworld.generator.text_generation.assign_name_to_object(*obj*, *grammar*, *game_infos*)

Assign a name to an object (if needed).

textworld.generator.text_generation.assign_new_matching_names(*obj1_infos*, *obj2_infos*, *grammar*, *exclude*)

textworld.generator.text_generation.clean_replace_objs(*grammar*, *desc*, *objs*, *game*)

Return a cleaned/keyword replaced for a list of objects.

textworld.generator.text_generation.describe_event(*event*, *game*, *grammar*)

Assign a descripton to a quest.

Return type str

textworld.generator.text_generation.expand_clean_replace(*symbol*, *grammar*, *obj*, *game*)

Return a cleaned/keyword replaced symbol.

textworld.generator.text_generation.generate_instruction(*action*, *grammar*, *game*, *counts*)

Generate text instruction for a specific action.

textworld.generator.text_generation.generate_text_from_grammar(*game*, *grammar*)

textworld.generator.text_generation.get_action_chains(*actions*, *grammar*, *game*)

Reduce the action list by combining similar actions.

textworld.generator.text_generation.is_seq(*chain*, *game*)

Check if we have a theoretical chain in actions.

textworld.generator.text_generation.list_to_string(*lst*, *det*, *det_type='a'*)

Convert a list to a natural language string.

textworld.generator.text_generation.obj_list_to_prop_string(*objs*, *property*, *game*, *det=True*, *det_type='a'*)

Convert an object list to a nl string list of names.

`textworld.generator.text_generation.repl_sing_plur` (*phrase*, *length*)
 Alter a sentence depending on whether or not we are dealing with plural or singular objects (for counting)

`textworld.generator.text_generation.replace_num` (*phrase*, *val*)
 Add a numerical value to a string.

exception `textworld.generator.text_grammar.MissingTextGrammar` (*path*)
 Bases: `NameError`

class `textworld.generator.text_grammar.Grammar` (*options*={}, *rng*=None)
 Bases: `object`

Context-Free Grammar for text generation.

Parameters

- **options** (`Union[GrammarOptions, Mapping[str, Any]]`) – For customizing text generation process (see `textworld.generator.GrammarOptions` for the list of available options).
- **rng** (`Optional[RandomState]`) – Random generator used for sampling tag expansions.

check ()

Check if this grammar is valid.

TODO: use logging mechanism to report warnings and errors.

Return type `bool`

expand (*text*, *rng*=None)

Expand some text until there is no more tag to expand.

Parameters

- **text** (`str`) – Text potentially containing grammar tags to be expanded.
- **rng** (*optional*) – Random generator used to chose an expansion when there is many. By default, it used the random generator of this grammar object.

Returns Resulting text in which there is no grammar tag left to be expanded.

Return type `expanded_text`

generate_name (*obj_type*, *room_type*="", *include_adj*=None, *exclude*=[])

Generate a name given an object type and the type room it belongs to.

Parameters

- **obj_type** (`str`) – Type of the object for which we will generate a name.
- **room_type** (*optional*) – Type of the room the object belongs to.
- **include_adj** (*optional*) – If True, the name can contain a generated adjective. If False, any generated adjective will be discarded. Default: use value `grammar.options.include_adj`
- **exclude** (*optional*) – List of names we should avoid generating.

Return type `Tuple[str, str, str]`

Returns

- *name* – The whole name, i.e. `adj + " " + noun`.
- *adj* – The adjective part of the name.
- *noun* – The noun part of the name.

get_all_adjective_for_type (*type*)

Get all possible adjectives for a given object type.

Parameters **type** (*str*) – Object type.

Returns All possible adjectives sorted in alphabetical order.

Return type adjectives

get_all_expansions_for_tag (*tag, max_depth=500*)

Get all possible expansions for a grammar tag.

Parameters

- **tag** (*str*) – Grammar tag to be expanded.
- **max_depth** (*optional*) – Maximum recursion depth when expanding tag.

Returns All possible expansions.

Return type expansions

get_all_expansions_for_type (*type*)

Get all possible expansions for a given object type.

Parameters **type** (*str*) – Object type.

Returns All possible names.

Return type names

get_all_names_for_type (*type, include_adj*)

Get all possible names for a given object type.

Parameters

- **type** (*str*) – Object type.
- **include_adj** (*optional*) – If True, names can contain generated adjectives. If False, any generated adjectives will be discarded.

Returns All possible names sorted in alphabetical order.

Return type names

get_all_nouns_for_type (*type*)

Get all possible nouns for a given object type.

Parameters **type** (*str*) – Object type.

Returns All possible nouns sorted in alphabetical order.

Return type nouns

get_random_expansion (*tag, rng=None*)

Return a randomly chosen expansion for the given tag.

Parameters

- **tag** (*str*) – Grammar tag to be expanded.
- **rng** (*optional*) – Random generator used to chose an expansion when there is many. By default, it used the random generator of this grammar object.

Returns An expansion chosen randomly for the provided tag.

Return type expansion

get_vocabulary ()

Return type List[str]

has_tag (*tag*)

Check if the grammar has a given tag.

Return type bool

split_name_adj_noun (*candidate, include_adj*)

Extract the full name, the adjective and the noun from a string.

Parameters

- **candidate** (str) – String that may contain one adjective-noun separator ‘|’.
- **include_adj** (*optional*) – If True, the name can contain a generated adjective. If False, any generated adjective will be discarded.

Return type Optional[Tuple[str, str, str]]

Returns

- *name* – The whole name, i.e. adj + " " + noun.
- *adj* – The adjective part of the name.
- *noun* – The noun part of the name.

class textworld.generator.text_grammar.**GrammarOptions** (*options=None, **kwargs*)

Bases: object

copy ()

Return type GrammarOptions

classmethod deserialize (*data*)

Creates a GrammarOptions from serialized data.

Parameters *data* (Mapping) – Serialized data with the needed information to build a GrammarOptions object.

Return type GrammarOptions

serialize ()

Serialize this object.

Results: GrammarOptions’s data serialized to be JSON compatible.

Return type Mapping

allowed_variables_numbering

Append numbers after an object name if there is not enough variation for it.

Type bool

ambiguous_instructions

When True, in the game objective, objects of interest might be refer to by their type or adjective rather than full name.

Type bool

blend_descriptions

When True, objects sharing some properties might be described in a single sentence rather than separate consecutive ones.

Type bool

blend_instructions

When True, consecutive actions to be accomplished might be described in a single sentence rather than separate ones.

Type bool

include_adj

When True, object names can be preceded by an adjective.

Type bool

names_to_exclude

List of names the text generation should not use.

Type List[str]

only_last_action

When True, only the last action of a quest will be described in the generated objective.

Type bool

theme

Grammar theme's name. All *.twg files starting with that name will be loaded.

Type str

unique_expansion

When True, #symbol# are force to be expanded to unique text.

Type bool

property uuid

Generate UUID for this set of grammar options.

Return type str

textworld.generator.text_grammar.**fix_determinant** (*var*)

10.5 Knowledge Base

class textworld.generator.data.**KnowledgeBase** (*logic, text_grammars_path*)

Bases: object

classmethod **default** ()

classmethod **deserialize** (*data*)

Return type *KnowledgeBase*

get_reverse_action (*action*)

classmethod **load** (*target_dir=None*)

serialize ()

Return type str

textworld.generator.data.**create_data_files** (*dest='./textworld_data', verbose=False, force=False*)

Creates grammar files in the target directory.

Will NOT overwrite files if they already exist (checked on per-file basis).

Parameters

- **dest** (str) – The path to the directory where to dump the data files into.
- **verbose** (bool) – Print when skipping an existing file.
- **force** (bool) – Overwrite all existing files.

10.5.1 Data

container.twl

```
# container
type c : t {
  predicates {
    open(c);
    closed(c);
    locked(c);

    in(o, c);
  }

  rules {
    lock/c  :: $at(P, r) & $at(c, r) & $in(k, I) & $match(k, c) & closed(c) ->
↳locked(c);
    unlock/c :: $at(P, r) & $at(c, r) & $in(k, I) & $match(k, c) & locked(c) ->
↳closed(c);

    open/c  :: $at(P, r) & $at(c, r) & closed(c) -> open(c);
    close/c :: $at(P, r) & $at(c, r) & open(c) -> closed(c);
  }

  reverse_rules {
    lock/c :: unlock/c;
    open/c :: close/c;
  }

  constraints {
    c1 :: open(c) & closed(c) -> fail();
    c2 :: open(c) & locked(c) -> fail();
    c3 :: closed(c) & locked(c) -> fail();
  }

  inform7 {
    type {
      kind :: "container";
      definition :: "containers are openable, lockable and fixed in place.
↳containers are usually closed.";
    }

    predicates {
      open(c)  :: "The {c} is open";
      closed(c) :: "The {c} is closed";
      locked(c) :: "The {c} is locked";

      in(o, c) :: "The {o} is in the {c}";
    }

    commands {
```

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```

open/c :: "open {c}" :: "opening the {c}";
close/c :: "close {c}" :: "closing the {c}";

lock/c :: "lock {c} with {k}" :: "locking the {c} with the {k}";
unlock/c :: "unlock {c} with {k}" :: "unlocking the {c} with the {k}";
}
}
}

```

door.twl

```

# door
type d : t {
  predicates {
    open(d);
    closed(d);
    locked(d);

    link(r, d, r);
  }

  rules {
    lock/d :: $at(P, r) & $link(r, d, r') & $link(r', d, r) & $in(k, I) &
    ↪$match(k, d) & closed(d) -> locked(d);
    unlock/d :: $at(P, r) & $link(r, d, r') & $link(r', d, r) & $in(k, I) &
    ↪$match(k, d) & locked(d) -> closed(d);

    open/d :: $at(P, r) & $link(r, d, r') & $link(r', d, r) & closed(d) ->
    ↪open(d) & free(r, r') & free(r', r);
    close/d :: $at(P, r) & $link(r, d, r') & $link(r', d, r) & open(d) & free(r,
    ↪r') & free(r', r) -> closed(d);

    examine/d :: at(P, r) & $link(r, d, r') -> at(P, r); # Nothing changes.
  }

  reverse_rules {
    lock/d :: unlock/d;
    open/d :: close/d;

    examine/d :: examine/d;
  }

  constraints {
    d1 :: open(d) & closed(d) -> fail();
    d2 :: open(d) & locked(d) -> fail();
    d3 :: closed(d) & locked(d) -> fail();

    # A door can't be used to link more than two rooms.
    link1 :: link(r, d, r') & link(r, d, r'') -> fail();
    link2 :: link(r, d, r') & link(r'', d, r''') -> fail();

    # There's already a door linking two rooms.
    link3 :: link(r, d, r') & link(r, d', r') -> fail();

    # There cannot be more than four doors in a room.

```

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```

too_many_doors :: link(r, d1: d, r1: r) & link(r, d2: d, r2: r) & link(r, d3:
↪d, r3: r) & link(r, d4: d, r4: r) & link(r, d5: d, r5: r) -> fail();

# There cannot be more than four doors in a room.
dr1 :: free(r, r1: r) & link(r, d2: d, r2: r) & link(r, d3: d, r3: r) &
↪link(r, d4: d, r4: r) & link(r, d5: d, r5: r) -> fail();
dr2 :: free(r, r1: r) & free(r, r2: r) & link(r, d3: d, r3: r) & link(r, d4:
↪d, r4: r) & link(r, d5: d, r5: r) -> fail();
dr3 :: free(r, r1: r) & free(r, r2: r) & free(r, r3: r) & link(r, d4: d, r4:
↪r) & link(r, d5: d, r5: r) -> fail();
dr4 :: free(r, r1: r) & free(r, r2: r) & free(r, r3: r) & free(r, r4: r) &
↪link(r, d5: d, r5: r) -> fail();

free1 :: link(r, d, r') & free(r, r') & closed(d) -> fail();
free2 :: link(r, d, r') & free(r, r') & locked(d) -> fail();
}

inform7 {
  type {
    kind :: "door";
    definition :: "door is openable and lockable.";
  }

  predicates {
    open(d) :: "The {d} is open";
    closed(d) :: "The {d} is closed";
    locked(d) :: "The {d} is locked";
    link(r, d, r') :: ""; # No equivalent in Inform7.
  }

  commands {
    open/d :: "open {d}" :: "opening {d}";
    close/d :: "close {d}" :: "closing {d}";

    unlock/d :: "unlock {d} with {k}" :: "unlocking {d} with the {k}";
    lock/d :: "lock {d} with {k}" :: "locking {d} with the {k}";

    examine/d :: "examine {d}" :: "examining {d}";
  }
}
}

```

food.twl

```

# food
type f : o {
  predicates {
    edible(f);
    eaten(f);
  }

  rules {
    eat :: in(f, I) -> eaten(f);
  }
}

```

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```

constraints {
    eaten1 :: eaten(f) & in(f, I) -> fail();
    eaten2 :: eaten(f) & in(f, c) -> fail();
    eaten3 :: eaten(f) & on(f, s) -> fail();
    eaten4 :: eaten(f) & at(f, r) -> fail();
}

inform7 {
    type {
        kind :: "food";
        definition :: "food is edible.";
    }

    predicates {
        edible(f) :: "The {f} is edible";
        eaten(f) :: "The {f} is nowhere";
    }

    commands {
        eat :: "eat {f}" :: "eating the {f}";
    }
}

```

inventory.twl

```

# Inventory
type I {
    predicates {
        in(o, I);
    }

    rules {
        inventory :: at(P, r) -> at(P, r); # Nothing changes.

        take :: $at(P, r) & at(o, r) -> in(o, I);
        drop :: $at(P, r) & in(o, I) -> at(o, r);

        take/c :: $at(P, r) & $at(c, r) & $open(c) & in(o, c) -> in(o, I);
        insert :: $at(P, r) & $at(c, r) & $open(c) & in(o, I) -> in(o, c);

        take/s :: $at(P, r) & $at(s, r) & on(o, s) -> in(o, I);
        put     :: $at(P, r) & $at(s, r) & in(o, I) -> on(o, s);

        examine/I :: in(o, I) -> in(o, I); # Nothing changes.
        examine/s :: at(P, r) & $at(s, r) & $on(o, s) -> at(P, r); # Nothing changes.
        examine/c :: at(P, r) & $at(c, r) & $open(c) & $in(o, c) -> at(P, r); #
↪Nothing changes.
    }

    reverse_rules {
        inventory :: inventory;

        take :: drop;
        take/c :: insert;
    }
}

```

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```

take/s :: put;

examine/I :: examine/I;
examine/s :: examine/s;
examine/c :: examine/c;
}

inform7 {
  predicates {
    in(o, I) :: "The player carries the {o}";
  }

  commands {
    take :: "take {o}" :: "taking the {o}";
    drop :: "drop {o}" :: "dropping the {o}";

    take/c :: "take {o} from {c}" :: "removing the {o} from the {c}";
    insert :: "insert {o} into {c}" :: "inserting the {o} into the {c}";

    take/s :: "take {o} from {s}" :: "removing the {o} from the {s}";
    put :: "put {o} on {s}" :: "putting the {o} on the {s}";

    inventory :: "inventory" :: "taking inventory";

    examine/I :: "examine {o}" :: "examining the {o}";
    examine/s :: "examine {o}" :: "examining the {o}";
    examine/c :: "examine {o}" :: "examining the {o}";
  }
}
}

```

key.twl

```

# key
type k : o {
  predicates {
    match(k, c);
    match(k, d);
  }

  constraints {
    k1 :: match(k, c) & match(k', c) -> fail();
    k2 :: match(k, c) & match(k, c') -> fail();
    k3 :: match(k, d) & match(k', d) -> fail();
    k4 :: match(k, d) & match(k, d') -> fail();
  }

  inform7 {
    type {
      kind :: "key";
    }

    predicates {
      match(k, c) :: "The matching key of the {c} is the {k}";
      match(k, d) :: "The matching key of the {d} is the {k}";
    }
  }
}

```

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```
}  
}  
}
```

object.twl

```
# object  
type o : t {  
  constraints {  
    obj1 :: in(o, I) & in(o, c) -> fail();  
    obj2 :: in(o, I) & on(o, s) -> fail();  
    obj3 :: in(o, I) & at(o, r) -> fail();  
    obj4 :: in(o, c) & on(o, s) -> fail();  
    obj5 :: in(o, c) & at(o, r) -> fail();  
    obj6 :: on(o, s) & at(o, r) -> fail();  
    obj7 :: at(o, r) & at(o, r') -> fail();  
    obj8 :: in(o, c) & in(o, c') -> fail();  
    obj9 :: on(o, s) & on(o, s') -> fail();  
  }  
  
  inform7 {  
    type {  
      kind :: "object-like";  
      definition :: "object-like is portable.";  
    }  
  }  
}
```

player.twl

```
# Player  
type P {  
  rules {  
    look :: at(P, r) -> at(P, r); # Nothing changes.  
  }  
  
  reverse_rules {  
    look :: look;  
  }  
  
  inform7 {  
    commands {  
      look :: "look" :: "looking";  
    }  
  }  
}
```

room.twl

```

# room
type r {
  predicates {
    at(P, r);
    at(t, r);

    north_of(r, r);
    west_of(r, r);

    north_of/d(r, d, r);
    west_of/d(r, d, r);

    free(r, r);

    south_of(r, r') = north_of(r', r);
    east_of(r, r') = west_of(r', r);

    south_of/d(r, d, r') = north_of/d(r', d, r);
    east_of/d(r, d, r') = west_of/d(r', d, r);
  }

  rules {
    go/north :: at(P, r) & $north_of(r', r) & $free(r, r') & $free(r', r) -> at(P,
↪ r');
    go/south :: at(P, r) & $south_of(r', r) & $free(r, r') & $free(r', r) -> at(P,
↪ r');
    go/east  :: at(P, r) & $east_of(r', r) & $free(r, r') & $free(r', r) -> at(P,
↪ r');
    go/west  :: at(P, r) & $west_of(r', r) & $free(r, r') & $free(r', r) -> at(P,
↪ r');
  }

  reverse_rules {
    go/north :: go/south;
    go/west  :: go/east;
  }

  constraints {
    r1 :: at(P, r) & at(P, r') -> fail();
    r2 :: at(s, r) & at(s, r') -> fail();
    r3 :: at(c, r) & at(c, r') -> fail();

    # An exit direction can only lead to one room.
    nav_rr1 :: north_of(r, r') & north_of(r'', r') -> fail();
    nav_rr2 :: south_of(r, r') & south_of(r'', r') -> fail();
    nav_rr3 :: east_of(r, r') & east_of(r'', r') -> fail();
    nav_rr4 :: west_of(r, r') & west_of(r'', r') -> fail();

    # Two rooms can only be connected once with each other.
    nav_rrA :: north_of(r, r') & south_of(r, r') -> fail();
    nav_rrB :: north_of(r, r') & west_of(r, r') -> fail();
    nav_rrC :: north_of(r, r') & east_of(r, r') -> fail();
    nav_rrD :: south_of(r, r') & west_of(r, r') -> fail();
    nav_rrE :: south_of(r, r') & east_of(r, r') -> fail();
    nav_rrF :: west_of(r, r') & east_of(r, r') -> fail();

```

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```

}

inform7 {
  type {
    kind :: "room";
  }

  predicates {
    at(P, r) :: "The player is in {r}";
    at(t, r) :: "The {t} is in {r}";
    free(r, r') :: ""; # No equivalent in Inform7.

    north_of(r, r') :: "The {r} is mapped north of {r'}";
    south_of(r, r') :: "The {r} is mapped south of {r'}";
    east_of(r, r') :: "The {r} is mapped east of {r'}";
    west_of(r, r') :: "The {r} is mapped west of {r'}";

    north_of/d(r, d, r') :: "South of {r} and north of {r'} is a door called
↪{d}";
    south_of/d(r, d, r') :: "North of {r} and south of {r'} is a door called
↪{d}";
    east_of/d(r, d, r') :: "West of {r} and east of {r'} is a door called {d}
↪";
    west_of/d(r, d, r') :: "East of {r} and west of {r'} is a door called {d}
↪";
  }

  commands {
    go/north :: "go north" :: "going north";
    go/south :: "go south" :: "going south";
    go/east :: "go east" :: "going east";
    go/west :: "go west" :: "going west";
  }
}

```

supporter.twl

```

# supporter
type s : t {
  predicates {
    on(o, s);
  }

  inform7 {
    type {
      kind :: "supporter";
      definition :: "supporters are fixed in place.";
    }

    predicates {
      on(o, s) :: "The {o} is on the {s}";
    }
  }
}

```

thing.twl

```

# thing
type t {
  rules {
    examine/t :: at(P, r) & $at(t, r) -> at(P, r);
  }

  reverse_rules {
    examine/t :: examine/t;
  }

  inform7 {
    type {
      kind :: "thing";
    }

    commands {
      examine/t :: "examine {t}" :: "examining the {t}";
    }
  }
}

```

10.6 Inform 7

exception `textworld.generator.inform7.world2inform7.CouldNotCompileGameError`
 Bases: `RuntimeError`

exception `textworld.generator.inform7.world2inform7.TextworldInform7Warning`
 Bases: `UserWarning`

class `textworld.generator.inform7.world2inform7.Inform7Game` (*game*)
 Bases: `object`

define_inform7_kinds ()
 Generate Inform 7 kind definitions.

Return type `str`

detect_action (*i7_event*, *actions*)
 Detect which action corresponds to a Inform7 event.

Parameters

- **i7_event** (`str`) – Inform7 event detected.
- **actions** (`Iterable[Action]`) – List of action to match the Inform7 event against.

Return type `Optional[Action]`

Returns Action corresponding to the provided Inform7 event.

gen_commands_from_actions (*actions*)

Return type `List[str]`

gen_source (*seed=1234*)

Return type `str`

gen_source_for_attribute (*attr*)

Return type Optional[str]

gen_source_for_attributes (*attributes*)

Return type str

gen_source_for_conditions (*conds*)

Generate Inform 7 source for winning/losing conditions.

Return type str

gen_source_for_map (*src_room*)

Return type str

gen_source_for_objects (*objects*)

Return type str

gen_source_for_rooms ()

Return type str

get_human_readable_action (*action*)

Return type Action

get_human_readable_fact (*fact*)

Return type Proposition

VERSION = 1

textworld.generator.inform7.world2inform7.**compile_inform7_game** (*source*, *output*,
verbose=False)

Return type None

textworld.generator.inform7.world2inform7.**generate_inform7_source** (*game*,
seed=1234,
use_i7_description=False)

Return type str

textworld.generator.inform7.world2inform7.**split_string** (*string*, *name*, *cutoff*=200)

TEXTWORLD.CHALLENGES

11.1 Coin Collector

In this type of game, the world consists in a chain of `quest_length` rooms with potentially distractors rooms (i.e. leading to a dead end). The agent starts on one end and has to collect a “coin” object which is placed at the other end. There is no other objects present in the world other than the coin to collect.

11.2 Treasure Hunter

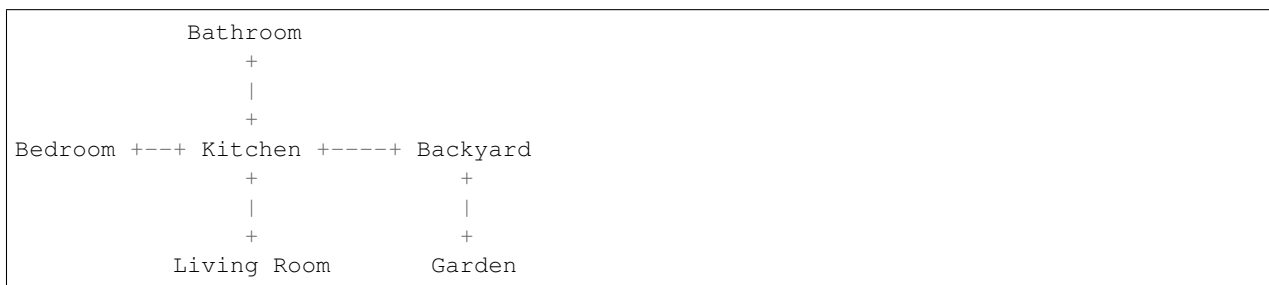
In this type of game, the agent spawns in a randomly generated maze and must find a specific object which is mentioned in the objective displayed when game starts. This is a text version of the task proposed in [Parisotto2017].

References

11.3 A Simple Game

This simple game takes place in a typical house and consists in finding the right food item and cooking it.

Here’s the map of the house.



TEXTWORLD.LOGIC

class `textworld.logic.Action` (*name*, *preconditions*, *postconditions*)

Bases: `object`

An action in the environment.

Create an Action.

Parameters

- **name** (`str`) – The name of this action.
- **preconditions** (`Iterable[Proposition]`) – The preconditions that must hold before this action is applied.
- **postconditions** (`Iterable[Proposition]`) – The conditions that replace the preconditions once applied.

classmethod `deserialize` (*data*)

Return type `Action`

format_command (*mapping*={})

inverse (*name*=None)

Invert the direction of this action.

Parameters **name** (*optional*) – The new name for the inverse action.

Returns

Return type An action that does the exact opposite of this one.

classmethod `parse` (*expr*)

Parse an action expression.

Parameters **expr** (`str`) – The string to parse, in the form `name :: [$]proposition [& [$]proposition]* -> proposition [& proposition]*`.

Return type `Action`

serialize ()

Return type `Mapping`

property `added`

All the new propositions being introduced by this action.

Return type `Collection[Proposition]`

property `all_propositions`

All the pre- and post-conditions.

Return type `Collection[Proposition]`

property removed

All the old propositions being removed by this action.

Return type `Collection[Proposition]`

property variables

class `textworld.logic.Alias` (*pattern, replacement*)

Bases: `object`

A shorthand predicate alias.

expand (*predicate*)

Expand a use of this alias into its replacement.

Return type `Collection[Predicate]`

class `textworld.logic.GameLogic`

Bases: `object`

The logic for a game (types, rules, etc.).

classmethod `deserialize` (*data*)

Return type `GameLogic`

classmethod `load` (*paths*)

normalize_rule (*rule*)

Return type `Rule`

classmethod `parse` (*cls, document*)

Return type `GameLogic`

serialize ()

Return type `str`

class `textworld.logic.Inform7Command` (*rule, command, event*)

Bases: `object`

Information about an Inform 7 command.

class `textworld.logic.Inform7Logic`

Bases: `object`

The Inform 7 bindings of a GameLogic.

class `textworld.logic.Inform7Predicate` (*predicate, source*)

Bases: `object`

Information about an Inform 7 predicate.

class `textworld.logic.Inform7Type` (*name, kind, definition=None*)

Bases: `object`

Information about an Inform 7 kind.

class `textworld.logic.Placeholder` (*name, type=None*)

Bases: `object`

A symbolic placeholder for a variable in a Predicate.

Create a Placeholder.

Parameters

- **name** (*str*) – The name of this placeholder.
- **type** (*optional*) – The type of variable represented. Defaults to the name with any trailing apostrophes stripped.

classmethod **deserialize** (*data*)

Return type *Placeholder*

classmethod **parse** (*expr*)

Parse a placeholder expression.

Parameters **expr** (*str*) – The string to parse, in the form *name* or *name: type*.

Return type *Placeholder*

serialize ()

Return type *Mapping*

name

type

class `textworld.logic.Predicate` (*name, parameters*)

Bases: `object`

A boolean-valued function over variables.

Create a Predicate.

Parameters

- **name** (*str*) – The name of this predicate.
- **parameters** (*Iterable[Placeholder]*) – The symbolic arguments to this predicate.

classmethod **deserialize** (*data*)

Return type *Predicate*

instantiate (*mapping*)

Instantiate this predicate with the given mapping.

Parameters **mapping** (*Mapping[Placeholder, Variable]*) – A mapping from Placeholders to Variables.

Returns

Return type The instantiated Proposition with each Placeholder mapped to the corresponding Variable.

match (*proposition*)

Match this predicate against a concrete proposition.

Parameters **proposition** (*Proposition*) – The proposition to match against.

Return type *Optional[Mapping[Placeholder, Variable]]*

Returns

- The mapping from placeholders to variables such that `self.instantiate(mapping) == proposition`, or `None` if no
- *such mapping exists.*

classmethod `parse` (*expr*)

Parse a predicate expression.

Parameters `expr` (`str`) – The string to parse, in the form `name(placeholder [, placeholder]*)`.

Return type *Predicate*

serialize ()

Return type `Mapping`

substitute (*mapping*)

Copy this predicate, substituting certain placeholders for others.

Parameters `mapping` (`Mapping[Placeholder, Placeholder]`) – A mapping from old to new placeholders.

Return type *Predicate*

property names

The names of the placeholders in this predicate.

Return type `Collection[str]`

property types

The types of the placeholders in this predicate.

Return type `Collection[str]`

class `textworld.logic.Proposition` (*name*, *arguments=[]*)

Bases: `mementos.core.NewBase`

An instantiated Predicate, with concrete variables for each placeholder.

Create a Proposition.

Parameters

- **name** (`str`) – The name of the proposition.
- **arguments** (`Iterable[Variable]`) – The variables this proposition is applied to.

classmethod `deserialize` (*data*)

Return type *Proposition*

classmethod `parse` (*expr*)

Parse a proposition expression.

Parameters `expr` (`str`) – The string to parse, in the form `name(variable [, variable]*)`.

Return type *Proposition*

serialize ()

Return type `Mapping`

arguments

name

property names

The names of the variables in this proposition.

Return type `Collection[str]`

signature**property types**

The types of the variables in this proposition.

Return type `Collection[str]`

class `textworld.logic.Rule` (*name*, *preconditions*, *postconditions*)

Bases: `object`

A template for an action.

Create a Rule.

Parameters

- **name** (`str`) – The name of this rule.
- **preconditions** (`Iterable[Predicate]`) – The preconditions that must hold before this rule is applied.
- **postconditions** (`Iterable[Predicate]`) – The conditions that replace the preconditions once applied.

classmethod `deserialize` (*data*)

Return type `Rule`

instantiate (*mapping*)

Instantiate this rule with the given mapping.

Parameters **mapping** (`Mapping[Placeholder, Variable]`) – A mapping from Placeholders to Variables.

Returns

Return type The instantiated Action with each Placeholder mapped to the corresponding Variable.

inverse (*name=None*)

Invert the direction of this rule.

Parameters **name** (*optional*) – The new name for the inverse rule.

Returns

Return type A rule that does the exact opposite of this one.

match (*action*)

Match this rule against a concrete action.

Parameters **action** (`Action`) – The action to match against.

Return type `Optional[Mapping[Placeholder, Variable]]`

Returns

- The mapping from placeholders to variables such that `self.instantiate(mapping) == action`, or `None` if no such
- *mapping exists.*

classmethod `parse` (*expr*)

Parse a rule expression.

Parameters **expr** (`str`) – The string to parse, in the form `name :: [$]predicate [& [$]predicate]* -> predicate [& predicate]*`.

Return type *Rule*

serialize ()

Return type Mapping

substitute (*mapping*, *name=None*)

Copy this rule, substituting certain placeholders for others.

Parameters **mapping** (Mapping[Placeholder, Placeholder]) – A mapping from old to new placeholders.

Return type *Rule*

property all_predicates

All the pre- and post-conditions.

Return type Iterable[Predicate]

class textworld.logic.**Signature** (*name*, *types*)

Bases: mementos.core.NewBase

The type signature of a Predicate or Proposition.

Create a Signature.

Parameters

- **name** (*str*) – The name of the proposition/predicate this signature is for.
- **types** (Iterable[*str*]) – The types of the parameters to the proposition/predicate.

classmethod parse (*expr*)

Parse a signature expression.

Parameters **expr** (*str*) – The string to parse, in the form name (type [, type]*).

Return type *Signature*

name

types

class textworld.logic.**State** (*logic*, *facts=None*)

Bases: object

The current state of a world.

Create a State.

Parameters

- **logic** (*GameLogic*) – The logic for this state’s game.
- **facts** (*optional*) – The facts that will be true in this state.

add_fact (*prop*)

Add a fact to the state.

add_facts (*props*)

Add some facts to the state.

all_applicable_actions (*rules*, *mapping=None*)

Get all the rule instantiations that would be valid actions in this state.

Parameters

- **rules** (Iterable[*Rule*]) – The possible rules to instantiate.

- **mapping** (*optional*) – An initial mapping to start from, constraining the possible instantiations.

Returns

Return type The actions that can be instantiated from the given rules in this state.

all_assignments (*rule, mapping=None, partial=False, allow_partial=None*)

Find all possible placeholder assignments that would allow a rule to be instantiated in this state.

Parameters

- **rule** (*Rule*) – The rule to instantiate.
- **mapping** (*optional*) – An initial mapping to start from, constraining the possible instantiations.
- **partial** (*optional*) – Whether incomplete mappings, that would require new variables or propositions, are allowed.
- **allow_partial** (*optional*) – A callback function that returns whether a partial match may involve the given placeholder.

Return type `Iterable[Mapping[Placeholder, Optional[Variable]]]`

Returns

- *The possible mappings for instantiating the rule. Partial mappings requiring new variables will have None in*
- *place of existing Variables.*

all_instantiations (*rule, mapping=None*)

Find all possible actions that can be instantiated from a rule in this state.

Parameters

- **rule** (*Rule*) – The rule to instantiate.
- **mapping** (*optional*) – An initial mapping to start from, constraining the possible instantiations.

Returns

Return type The actions that can be instantiated from the rule in this state.

apply (*action*)

Apply an action to the state.

Parameters **action** (*Action*) – The action to apply.

Returns

Return type Whether the action could be applied (i.e. whether the preconditions were met)

apply_on_copy (*action*)

Apply an action to a copy of this state.

Parameters **action** (*Action*) – The action to apply.

Return type `Optional[State]`

Returns

- The copied state after the action has been applied or `None` if action
- *wasn't applicable.*

are_facts (*props*)
Returns whether the propositions are all true in this state.
Return type `bool`

copy ()
Create a copy of this state.
Return type `State`

classmethod deserialize (*data*)
Deserialize a `State` object from data.
Return type `State`

facts_with_signature (*sig*)
Returns all the known facts with the given signature.
Return type `Set[Proposition]`

has_variable (*var*)
Returns whether this state is aware of the given variable.
Return type `bool`

is_applicable (*action*)
Check if an action is applicable in this state (i.e. its preconditions are met).
Return type `bool`

is_fact (*prop*)
Returns whether a proposition is true in this state.
Return type `bool`

is_sequence_applicable (*actions*)
Check if a sequence of actions are all applicable in this state.
Return type `bool`

remove_fact (*prop*)
Remove a fact from the state.

remove_facts (*props*)
Remove some facts from the state.

serialize ()
Serialize this state.
Return type `Sequence`

variable_named (*name*)
Returns the variable with the given name, if known.
Return type `Variable`

variables_of_type (*type*)
Returns all the known variables of the given type.
Return type `Set[Variable]`

property facts
All the facts in the current state.
Return type `Iterable[Proposition]`

property variables

All the variables tracked by the current state.

Return type `Iterable[Variable]`

class `textworld.logic.Type` (*name, parents*)

Bases: `object`

A variable type.

has_subtype_named (*name*)

Return type `bool`

has_supertype_named (*name*)

Return type `bool`

is_subtype_of (*other*)

Return type `bool`

is_supertype_of (*other*)

Return type `bool`

property ancestors

The ancestors of this type (not including itself).

Return type `Iterable[Type]`

property child_types

The direct children of this type.

Return type `Iterable[Type]`

property children

The names of the direct children of this type.

Return type `Iterable[str]`

property descendants

The descendants of this type (not including itself).

Return type `Iterable[Type]`

property parent_types

The parents of this type as `Type` objects.

Return type `Iterable[Type]`

property subtypes

This type and its descendants.

Return type `Iterable[Type]`

property supertypes

This type and its ancestors.

Return type `Iterable[Type]`

class `textworld.logic.TypeHierarchy`

Bases: `object`

A hierarchy of types.

add (*type*)

closure (*type, expand*)

Compute the transitive closure in a type lattice according to some type relationship (generally direct sub-/super-types).

Such a lattice may look something like this:



so the closure of D would be something like [B, C, A].

Return type `Iterable[Type]`

get (*name*)

Return type `Type`

multi_ancestors (*types*)

Compute the ancestral closure of a sequence of types. If these are the types of some variables, the result will be all the function parameter types that could also accept those variables.

Return type `Iterable[Collection[Type]]`

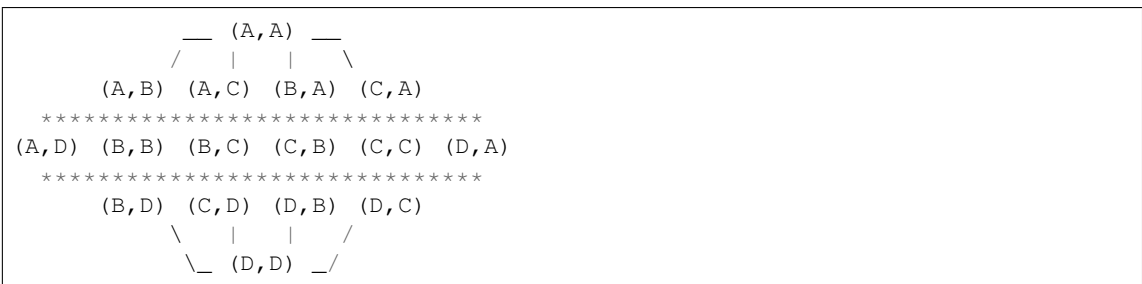
multi_closure (*types, expand*)

Compute the transitive closure of a sequence of types in a type lattice induced by some per-type relationship (generally direct sub-/super-types).

For a single type, such a lattice may look something like this:



so the closure of D would be something like [B, C, A]. For multiple types at once, the lattice is more complicated:



Return type `Iterable[Collection[Type]]`

multi_descendants (*types*)

Compute the descendant closure of a sequence of types. If these are the types of some function parameters, the result will be all the variable types that could also be passed to this function.

Return type `Iterable[Collection[Type]]`

multi_subtypes (*types*)

Computes the descendant closure of a sequence of types, including the initial types.

Return type `List[Collection[Type]]`

multi_supertypes (*types*)

Computes the ancestral closure of a sequence of types, including the initial types.

Return type `Iterable[Collection[Type]]`

class `textworld.logic.Variable` (*name*, *type=None*)

Bases: `object`

A variable representing an object in a world.

Create a Variable.

Parameters

- **name** (*str*) – The (unique) name of the variable.
- **type** (*optional*) – The type of the variable. Defaults to the same as the name.

classmethod `deserialize` (*data*)

Return type `Variable`

is_a (*type*)

Return type `bool`

classmethod `parse` (*expr*)

Parse a variable expression.

Parameters **expr** (*str*) – The string to parse, in the form *name* or *name: type*.

Return type `Variable`

serialize ()

Return type `Mapping`

name

type

class `textworld.logic.model.ActionNode` (*ctx=None*, *ast=None*, *parseinfo=None*, ***kwargs*)

Bases: `textworld.logic.model.ModelBase`

name = `None`

postconditions = `None`

preconditions = `None`

class `textworld.logic.model.ActionPreconditionNode` (*ctx=None*, *ast=None*, *parseinfo=None*, ***kwargs*)

Bases: `textworld.logic.model.ModelBase`

condition = `None`

preserve = `None`

class `textworld.logic.model.AliasNode` (*ctx=None*, *ast=None*, *parseinfo=None*, ***kwargs*)

Bases: `textworld.logic.model.ModelBase`

lhs = `None`

rhs = `None`

```
class textworld.logic.model.ConstraintsNode (ctx=None, ast=None, parseinfo=None,
                                             **kwargs)
    Bases: textworld.logic.model.ModelBase
    constraints = None

class textworld.logic.model.DocumentNode (ctx=None, ast=None, parseinfo=None,
                                             **kwargs)
    Bases: textworld.logic.model.ModelBase
    types = None

class textworld.logic.model.GameLogicModelBuilderSemantics (context=None,
                                                             types=None)
    Bases: tatsu.semantics.ModelBuilderSemantics

class textworld.logic.model.Inform7CodeNode (ctx=None, ast=None, parseinfo=None,
                                             **kwargs)
    Bases: textworld.logic.model.ModelBase
    code = None

class textworld.logic.model.Inform7CommandNode (ctx=None, ast=None, parseinfo=None,
                                                  **kwargs)
    Bases: textworld.logic.model.ModelBase
    command = None
    event = None
    rule = None

class textworld.logic.model.Inform7CommandsNode (ctx=None, ast=None, parseinfo=None,
                                                  **kwargs)
    Bases: textworld.logic.model.ModelBase
    commands = None

class textworld.logic.model.Inform7Node (ctx=None, ast=None, parseinfo=None, **kwargs)
    Bases: textworld.logic.model.ModelBase
    parts = None

class textworld.logic.model.Inform7PredicateNode (ctx=None, ast=None, parse-
                                                    info=None, **kwargs)
    Bases: textworld.logic.model.ModelBase
    predicate = None
    source = None

class textworld.logic.model.Inform7PredicatesNode (ctx=None, ast=None, parse-
                                                    info=None, **kwargs)
    Bases: textworld.logic.model.ModelBase
    predicates = None

class textworld.logic.model.Inform7TypeNode (ctx=None, ast=None, parseinfo=None,
                                             **kwargs)
    Bases: textworld.logic.model.ModelBase
    definition = None
    kind = None

class textworld.logic.model.ModelBase (ctx=None, ast=None, parseinfo=None, **kwargs)
    Bases: tatsu.objectmodel.Node
```

```

class textworld.logic.model.PlaceholderNode (ctx=None, ast=None, parseinfo=None,
                                             **kwargs)
    Bases: textworld.logic.model.ModelBase
    name = None
    type = None

class textworld.logic.model.PredicateNode (ctx=None, ast=None, parseinfo=None,
                                             **kwargs)
    Bases: textworld.logic.model.ModelBase
    name = None
    parameters = None

class textworld.logic.model.PredicatesNode (ctx=None, ast=None, parseinfo=None,
                                             **kwargs)
    Bases: textworld.logic.model.ModelBase
    predicates = None

class textworld.logic.model.PropositionNode (ctx=None, ast=None, parseinfo=None,
                                             **kwargs)
    Bases: textworld.logic.model.ModelBase
    arguments = None
    name = None

class textworld.logic.model.ReverseRuleNode (ctx=None, ast=None, parseinfo=None,
                                             **kwargs)
    Bases: textworld.logic.model.ModelBase
    lhs = None
    rhs = None

class textworld.logic.model.ReverseRulesNode (ctx=None, ast=None, parseinfo=None,
                                             **kwargs)
    Bases: textworld.logic.model.ModelBase
    reverse_rules = None

class textworld.logic.model.RuleNode (ctx=None, ast=None, parseinfo=None, **kwargs)
    Bases: textworld.logic.model.ModelBase
    name = None
    postconditions = None
    preconditions = None

class textworld.logic.model.RulePreconditionNode (ctx=None, ast=None, parse-
                                                    info=None, **kwargs)
    Bases: textworld.logic.model.ModelBase
    condition = None
    preserve = None

class textworld.logic.model.RulesNode (ctx=None, ast=None, parseinfo=None, **kwargs)
    Bases: textworld.logic.model.ModelBase
    rules = None

```

```
class textworld.logic.model.SignatureNode (ctx=None, ast=None, parseinfo=None,
                                         **kwargs)
```

```
    Bases: textworld.logic.model.ModelBase
```

```
    name = None
```

```
    types = None
```

```
class textworld.logic.model.TypeNode (ctx=None, ast=None, parseinfo=None, **kwargs)
```

```
    Bases: textworld.logic.model.ModelBase
```

```
    name = None
```

```
    parts = None
```

```
    supertypes = None
```

```
class textworld.logic.model.VariableNode (ctx=None, ast=None, parseinfo=None,
                                           **kwargs)
```

```
    Bases: textworld.logic.model.ModelBase
```

```
    name = None
```

```
    type = None
```

```
class textworld.logic.parser.GameLogicBuffer (text, whitespace=None, nameguard=None,
                                               comments_re=None,
                                               eol_comments_re='#.*$', ignorecase=None,
                                               namechars='', **kwargs)
```

```
    Bases: tatsu.buffering.Buffer
```

```
class textworld.logic.parser.GameLogicParser (whitespace=None, nameguard=None,
                                               comments_re=None, eol_comments_re='#.*$',
                                               ignorecase=None, left_recursion=True,
                                               parseinfo=True, keywords=None,
                                               namechars='', buffer_class=<class
                                               'textworld.logic.parser.GameLogicBuffer'>,
                                               **kwargs)
```

```
    Bases: tatsu.parsing.Parser
```

```
class textworld.logic.parser.GameLogicSemantics
```

```
    Bases: object
```

```
    action (ast)
```

```
    actionPrecondition (ast)
```

```
    alias (ast)
```

```
    constraints (ast)
```

```
    document (ast)
```

```
    inform7 (ast)
```

```
    inform7Code (ast)
```

```
    inform7Command (ast)
```

```
    inform7Commands (ast)
```

```
    inform7Part (ast)
```

```
    inform7Predicate (ast)
```

```
    inform7Predicates (ast)
```


inform7Type (*ast*)
name (*ast*)
onlyAction (*ast*)
onlyPlaceholder (*ast*)
onlyPredicate (*ast*)
onlyProposition (*ast*)
onlyRule (*ast*)
onlySignature (*ast*)
onlyVariable (*ast*)
phName (*ast*)
placeholder (*ast*)
predName (*ast*)
predicate (*ast*)
predicateDecls (*ast*)
predicates (*ast*)
proposition (*ast*)
reverseRule (*ast*)
reverseRuleDecls (*ast*)
reverseRules (*ast*)
rule (*ast*)
ruleDecls (*ast*)
ruleName (*ast*)
rulePrecondition (*ast*)
rules (*ast*)
signature (*ast*)
signatureOrAlias (*ast*)
start (*ast*)
str (*ast*)
strBlock (*ast*)
type (*ast*)
typePart (*ast*)
variable (*ast*)

textworld.logic.parser.**main** (*filename*, *start=None*, ***kwargs*)

TEXTWORLD.RENDER

exception `textworld.render.render.WebdriverNotFoundError`

Bases: `Exception`

class `textworld.render.render.GraphItem` (*type, name*)

Bases: `object`

add_content (*content*)

add_unknown_predicate (*predicate*)

get_max_depth ()

Returns the maximum nest depth of this plus all children. A container with no items has 1 depth, a container containing one item has 2 depth, a container containing a container which contains an item has 3 depth, and so on. :return: maximum nest depth

set_open_closed_locked (*status*)

to_dict ()

property infos

class `textworld.render.render.GraphRoom` (*name, base_room*)

Bases: `object`

add_item (*item*)

Return type `None`

position_string ()

Return type `str`

`textworld.render.render.concat_images` (**images*)

`textworld.render.render.get_webdriver` (*path=None*)

Get the driver and options objects. :param path: path to browser binary. :return: driver

`textworld.render.render.load_state` (*world, game_infos=None, action=None, format='png', limit_player_view=False*)

Generates serialization of game state.

Parameters

- **world** (*World*) – The current state of the world to visualize.
- **game_infos** (`Optional[Dict[str, EntityInfo]]`) – The mapping needed to get objects names.
- **action** (`Optional[Action]`) – If provided, highlight the world changes made by that action.

- **format** (*str*) – The graph output format (gv, svg, png...)
- **limit_player_view** (*bool*) – Whether to limit the player’s view (defaults to false)

Return type *dict*

Returns The graph generated from this World

```
textworld.render.render.load_state_from_game_state(game_state, format='png',  
                                                    limit_player_view=False)
```

Generates serialization of game state.

Parameters

- **game_state** (*GameState*) – The current game state to visualize.
- **format** (*str*) – The graph output format (png, svg, pdf, ...)
- **limit_player_view** (*bool*) – Whether to limit the player’s view. Default: False.

Return type *dict*

Returns The graph generated from this World

```
textworld.render.render.take_screenshot(url, id='world')
```

Takes a screenshot of DOM element given its id. :type url: *str* :param url: URL of webpage to open headlessly.
:type id: *str* :param id: ID of DOM element. :return: Image object.

```
textworld.render.render.temp_viz(nodes, edges, pos, color=[])
```

```
textworld.render.render.visualize(world, interactive=False)
```

Show the current state of the world. :type world: *Union[Game, State, GameState, World]* :param world:
Object representing a game state to be visualized. :type interactive: *bool* :param interactive: Whether or not to
visualize the state in the browser. :return: Image object of the visualization.

```
textworld.render.render.which(program)
```

helper to see if a program is in PATH :param program: name of program :return: path of program or None

Creates server for streamed game state

```
class textworld.render.serve.Server(game_state, port)
```

Bases: *object*

Visualization server. Uses Server-sent Events to update *game_state* for visualization.

Note: Flask routes are defined in *app.add_url_rule* in order to call *self* in routes. :type *game_state*: *dict*
:param *game_state*: game state returned from *load_state_from_game_state* :type *port*: *int* :param *port*: port to
run visualization on

gen ()

Our generator for listening for updating state. We poll for results to return us something. If nothing is
returned then we just pass and keep polling. :return: yields event-stream parsed data.

index ()

Index route (“/”). Returns HTML template processed by handlebars. :rtype: *str* :return: Flask response
object

static listen (*conn*, *results*)

Listener for updates. Runs on separate thread. :type *conn*: *Connection* :param *conn*: child connection
from *multiprocessing.Pipe*. :type *results*: *Queue* :param *results*: thread-safe queue for results.

start (*child_conn*)

Starts the WSGI server and listen for updates on a separate thread.

Parameters *child_conn* (*Connection*) – Child connection from *multiprocessing.Pipe*.

subscribe ()

Our Server-sent Event stream route. :return: A stream

update_subscribers (*game_state*)

Updates all subscribers and updates their data. This is for multiple subscribers on the visualization service.
:type game_state: dict :param game_state: parsed game_state from load_state_from_game_state

class textworld.render.serve.**ServerSentEvent** (*data*)

Bases: object

Object helper to parse dict into SSE data. :type data: any :param data: data to pass to SSE

encode ()

class textworld.render.serve.**SupressStdStreams**

Bases: object

for surpressing std.out streams

class textworld.render.serve.**VisualizationService** (*game_state, open_automatically*)

Bases: object

Server for visualization.

We instantiate a new process for our flask server, so our game can send updates to the server. The server instantiates new gevent Queues for every connection.

start (*parent_thread, port*)

Start visualization server on a new process. :type parent_thread: Thread :param parent_thread: the parent thread that called start. :type port: int :param port: Port to run visualization on.

Return type None

start_server (*game_state, port, child_conn*)

function for starting new server on new process. :type game_state: dict :param game_state: initial game state from load :type port: int :param port: port to run server :type child_conn: Connection :param child_conn: child connection from multiprocessing.Pipe

stop_server ()

update_state (*game_state, command*)

Propogate state update to server. We use a multiprocessing.Pipe to pass state into flask process. :type game_state: *GameState* :param game_state: Glulx game state. :type command: str :param command: previous command

textworld.render.serve.**find_free_port** (*port_range*)

textworld.render.serve.**get_html_template** (*game_state=None*)

TEXTWORLD.UTILS

class `textworld.utils.RandomGenerator` (*seed=None*)

Bases: `object`

Random generator controlling the games generation.

next ()

Start a new random generator using a new seed.

set_seed (*seed*)

property seed

class `textworld.utils.RegexDict`

Bases: `collections.OrderedDict`

Ordered dictionary that supports querying with regex.

References

Adapted from <https://stackoverflow.com/questions/21024822/python-accessing-dictionary-with-wildcards>.

get_matching (**regexes, exclude=[]*)

Query the dictionary using one or several regular expressions.

Parameters

- ***regexes** – List of regular expressions determining which keys of this dictionary are relevant to this query.
- **exclude** (`List[str]`) – List of regular expressions determining which keys of this dictionary should be excluded from this query.

Return type `List[Any]`

Returns The value associated to each relevant (and not excluded) keys.

`textworld.utils.check_modules` (*required_modules, missing_modules*)

Check whether some required modules are missing.

`textworld.utils.chunk` (*iterable, n, fct=<function <lambda>>*)

Return type `Iterable[Iterable]`

`textworld.utils.encode_seeds` (*seeds*)

Generate UID from a list of seeds.

`textworld.utils.make_temp_directory` (*suffix="", prefix='tw_', dir=None*)

Create temporary folder to used in a with statement.

`textworld.utils.maybe_mkdir` (*dirpath*)
Create all parent folders if needed.

`textworld.utils.save_graph_to_svg` (*G, labels, filename, backward=False*)
Generate a figure of a networkx's graph object and save it.

`textworld.utils.str2bool` (*v*)
Convert string to a boolean value. ... rubric:: References

<https://stackoverflow.com/questions/715417/converting-from-a-string-to-boolean-in-python/715468#715468>

`textworld.utils.take` (*n, iterable*)
Return first *n* items of the iterable as a list.

References

<https://docs.python.org/3/library/itertools.html#itertools-recipes>

Return type Iterable

`textworld.utils.unique_product` (**iterables*)
Cartesian product of input iterables with pruning.

This method prunes any product tuple with duplicate elements in it.

Example

`unique_product('ABC', 'Ax', 'xy')` → Axy BAx BAy Bxy CAx CAy Cxy

Notes

This method is faster than the following equivalent code:

```
>>> for result in itertools.product(*args):
>>>     if len(set(result)) == len(result):
>>>         yield result
```

`textworld.utils.uniquify` (*seq*)
Order preserving uniquify.

References

Made by Dave Kirby <https://www.peterbe.com/plog/uniqifiers-benchmark>

`textworld.utils.g_rng` = `<textworld.utils.RandomGenerator object>`
Global random generator.

INDICES AND TABLES

- genindex
- modindex
- search

BIBLIOGRAPHY

[Parisotto2017] Emilio Parisotto and Ruslan Salakhutdinov. Neural map: Structured memory for deep reinforcement learning. arXiv:1702.08360, 2017.

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