
GuessIt Documentation

Release 1.0.2

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1	Filename matcher	3
1.1	Properties	3
1.2	Main properties	3
1.3	Episode properties	4
1.4	Video properties	5
1.5	Audio properties	5
1.6	Localization properties	5
1.7	Other properties	6
2	Other features	7
3	Usage	9
4	User Guide	11
4.1	Installation	11
4.2	Command-line usage	12
4.3	Python module usage	14
5	Web Service API	15
6	Developer Guide	17
6.1	Understanding the MatchTree	17
6.2	What does the IterativeMatcher do?	17
6.3	Merging all the results in a MatchTree to give a final Guess	19
6.4	Guess	19
6.5	MatchTree	21
6.6	Matchers	23
7	Support	25
8	Contribute	27
9	License	29
	Python Module Index	31

Release v1.0.2 (*Installation*)

GuessIt is a python library that extracts as much information as possible from a video file.

It has a very powerful filename matcher that allows to guess a lot of metadata from a video using its filename only. This matcher works with both movies and tv shows episodes.

For example, GuessIt can do the following:

```
$ guessit "Treme.1x03.Right.Place,.Wrong.Time.HDTV.XviD-NoTV.avi"
For: Treme.1x03.Right.Place,.Wrong.Time.HDTV.XviD-NoTV.avi
GuessIt found: {
  [1.00] "mimetype": "video/x-msvideo",
  [0.80] "episodeNumber": 3,
  [0.80] "videoCodec": "XviD",
  [1.00] "container": "avi",
  [1.00] "format": "HDTV",
  [0.70] "series": "Treme",
  [0.50] "title": "Right Place, Wrong Time",
  [0.80] "releaseGroup": "NoTV",
  [0.80] "season": 1,
  [1.00] "type": "episode"
}
```

Filename matcher

The filename matcher is based on pattern matching and is able to recognize many properties from the filename, like `title`, `year`, `series`, `episodeNumber`, `seasonNumber`, `videoCodec`, `screenSize`, `language`. Guessed values are cleaned up and given in a readable format which may not match exactly the raw filename.

The full list of available properties can be seen [here](#):

1.1 Properties

Guessed values are cleaned up and given in a readable format which may not match exactly the raw filename.

So, for instance,

- `DVDSCR` will be guessed as `format = DVD + other = Screener`
- `1920x1080` will be guessed as `screenSize = 1080p`
- `DD5.1` will be guessed as `audioCodec = DolbyDigital + audioChannel = 5.1`

1.2 Main properties

- **type**

Type of the file.

- `unknown`, `movie`, `episode`, `moviesubtitle`, `episodesubtitle`

- **title**

Title of movie or episode.

- **container**

Container of the file.

- `3g2`, `wmv`, `webm`, `mp4`, `avi`, `mp4a`, `mpeg`, `sub`, `mka`, `m4v`, `ts`, `mkv`, `ra`, `rm`, `wma`, `ass`, `mpg`, `ram`, `3gp`, `ogv`, `mov`, `ogm`, `asf`, `divx`, `ogg`, `ssa`, `qt`, `idx`, `nfo`, `wav`, `flv`, `3gp2`, `iso`, `mk2`, `srt`

- **date**

Date found in filename.

- **year**

Year of movie (or episode).

- **releaseGroup**
Name of (non)scene group that released the file.
- **website**
Name of website contained in the filename.

1.3 Episode properties

- **series**
Name of series.
- **season**
Season number.
- **episodeNumber**
Episode number.
- **episodeList**
List of episode numbers if several were found.
 - note: If several are found, `episodeNumber` is the first item of this list.
- **seasonList**
List of season numbers if several were found.
 - note: If several are found, `seasonNumber` is the first item of this list.
- **episodeCount**
Total number of episodes.
- **seasonCount**
Total number of seasons.
- **episodeDetails**
Some details about the episode.
 - Bonus Oav Ova Omake Extras Unaired Special Pilot
- **episodeFormat**
Episode format of the series.
 - Minisode
- **part**
Part number of the video.
- **partList**
List of part numbers if several were found.
 - note: If several are found, `part` is the first item of this list.
- **version**
Version of the episode.

- In anime fansub scene, new versions are released with tag `<episode>v[0-9]`.

1.4 Video properties

- **format**

Format of the initial source

- HDTV WEB-DL TV VOD BluRay DVD WEBRip Workprint Telecine VHS DVB Telesync
HD-DVD PPV Cam

- **screenSize**

Resolution of video. - 720p 1080p 1080i `<width>x<height>` 4K 360p 368p 480p 576p 900p

- **videoCodec** Codec used for video.

- h264 h265 DivX XviD Real Mpeg2

- **videoProfile** Codec profile used for video.

- 8bit 10bit HP BP MP XP Hi422P Hi444PP

- **videoApi** API used for the video.

- DXVA

1.5 Audio properties

- **audioChannels**

Number of channels for audio.

- 1.0 2.0 5.1 7.1

- **audioCodec** Codec used for audio.

- DTS TrueHD DolbyDigital AAC AC3 MP3 FLAC

- **audioProfile** The codec profile used for audio.

- LC HQ HD HE HDMA

1.6 Localization properties

- **Country**

Country(ies) of content. Often found in series, `Shameless (US)` for instance.

- [`<babelfish.Country>`] (This class equals name and iso code)

- **Language**

Language(s) of the audio soundtrack.

- [`<babelfish.Language>`] (This class equals name and iso code)

- **subtitleLanguage**

Language(s) of the subtitles.

- [`<babelfish.Language>`] (This class equals name and iso code)

1.7 Other properties

- **bonusNumber**

Bonus number.

- **bonusTitle**

Bonus title.

- **cdNumber**

CD number.

- **cdNumberTotal**

Total number of CD.

- **crc32**

CRC32 of the file.

- **idNumber**

Volume identifier (UUID).

- **edition**

Edition of the movie.

- Special Edition, Collector Edition, Director's cut, Criterion Edition, Deluxe Edition

- **filmNumber**

Film number of this movie.

- **filmSeries**

Film series of this movie.

- **other**

Other property will appear under this property.

- Fansub, HR, HQ, Netflix, Screener, Unrated, HD, 3D, SyncFix, Bonus, WideScreen, Fastsub, R5, AudioFix, DDC, Trailer, Complete, Limited, Classic, Proper, DualAudio, LiNE, CC, LD, MD

Other features

GuessIt also allows you to compute a whole lot of hashes from a file, namely all the ones you can find in the hashlib python module (md5, sha1, ...), but also the Media Player Classic hash that is used (amongst others) by OpenSubtitles and SMPlayer, as well as the ed2k hash.

If you have the ‘guess-language’ python package installed, GuessIt can also analyze a subtitle file’s contents and detect which language it is written in.

If you have the ‘enzyme’ python package installed, GuessIt can also detect the properties from the actual video file metadata.

Usage

GuessIt can be used from the command line:

```
$ guessit
usage: guessit [-h] [-t TYPE] [-n] [-c] [-X DISABLED_TRANSFORMERS] [-v]
               [-P SHOW_PROPERTY] [-u] [-a] [-y] [-f INPUT_FILE] [-d] [-p]
               [-V] [-s] [--version] [-b] [-i INFO] [-S EXPECTED_SERIES]
               [-T EXPECTED_TITLE] [-Y] [-D] [-L ALLOWED_LANGUAGES] [-E]
               [-C ALLOWED_COUNTRIES] [-G EXPECTED_GROUP]
               [filename [filename ...]]

positional arguments:
  filename              Filename or release name to guess

optional arguments:
  -h, --help            show this help message and exit

Naming:
  -t TYPE, --type TYPE  The suggested file type: movie, episode. If undefined,
                        type will be guessed.
  -n, --name-only       Parse files as name only. Disable folder parsing,
                        extension parsing, and file content analysis.
  -c, --split-camel     Split camel case part of filename.
  -X DISABLED_TRANSFORMERS, --disabled-transformer DISABLED_TRANSFORMERS
                        Transformer to disable (can be used multiple time)
  -S EXPECTED_SERIES, --expected-series EXPECTED_SERIES
                        Expected series to parse (can be used multiple times)
  -T EXPECTED_TITLE, --expected-title EXPECTED_TITLE
                        Expected title (can be used multiple times)
  -Y, --date-year-first
                        If short date is found, consider the first digits as
                        the year.
  -D, --date-day-first  If short date is found, consider the second digits as
                        the day.
  -L ALLOWED_LANGUAGES, --allowed-languages ALLOWED_LANGUAGES
                        Allowed language (can be used multiple times)
  -E, --episode-prefer-number
                        Guess "serie.213.avi" as the episodeNumber 213.
                        Without this option, it will be guessed as season 2,
                        episodeNumber 13
  -C ALLOWED_COUNTRIES, --allowed-country ALLOWED_COUNTRIES
                        Allowed country (can be used multiple times)
  -G EXPECTED_GROUP, --expected-group EXPECTED_GROUP
                        Expected release group (can be used multiple times)
```

Output:

```
-v, --verbose           Display debug output
-P SHOW_PROPERTY, --show-property SHOW_PROPERTY
                        Display the value of a single property (title, series,
                        videoCodec, year, type ...)
-u, --unidentified      Display the unidentified parts.
-a, --advanced          Display advanced information for filename guesses, as
                        json output
-y, --yaml              Display information for filename guesses as yaml
                        output (like unit-test)
-f INPUT_FILE, --input-file INPUT_FILE
                        Read filenames from an input file.
-d, --demo              Run a few builtin tests instead of analyzing a file
```

Information:

```
-p, --properties        Display properties that can be guessed.
-V, --values            Display property values that can be guessed.
-s, --transformers      Display transformers that can be used.
--version               Display the guessit version.
```

guessit.io:

```
-b, --bug               Submit a wrong detection to the guessit.io service
```

Other features:

```
-i INFO, --info INFO    The desired information type: filename, video,
                        hash_mpc or a hash from python's hashlib module, such
                        as hash_md5, hash_shal, ...; or a list of any of them,
                        comma-separated
```

It can also be used as a python module:

```
>>> from guessit import guess_file_info
>>> guess_file_info('Treme.1x03.Right.Place,.Wrong.Time.HDTV.XviD-NoTV.avi')
{'u'mimetype': 'video/x-msvideo', u'episodeNumber': 3, u'videoCodec': u'XviD', u'container': u'avi', u
```

User Guide

This part of the documentation, which is mostly prose, shows how to use Guessit both from the command-line and as a python module which you can use in your own projects.

4.1 Installation

This part of the documentation covers the installation of GuessIt. The first step to using any software package is getting it properly installed.

4.1.1 Installing with Pip

Installing GuessIt is simple with `pip`:

```
$ pip install guessit
```

4.1.2 Getting the source code

GuessIt is actively developed on GitHub, where the code is [always available](#).

You can either clone the public repository:

```
$ git clone git://github.com/wackou/guessit.git
```

Download the [tarball](#):

```
$ curl -L https://github.com/wackou/guessit/tarball/master -o guessit.tar.gz
```

Or download the [zipball](#):

```
$ curl -L https://github.com/wackou/guessit/zipball/master -o guessit.zip
```

Once you have a copy of the source, you can embed it in your Python package, install it into your site-packages folder like that:

```
$ python setup.py install
```

or use it directly from the source folder for development:

```
$ python setup.py develop
```

4.2 Command-line usage

To have GuessIt try to guess some information from a filename, just run it as a command:

```
$ guessit "Movies/Dark City (1998)/Dark.City.(1998).DC.BDRip.720p.DTS.X264-CHD.mkv"
For: Movies/Dark City (1998)/Dark.City.(1998).DC.BDRip.720p.DTS.X264-CHD.mkv
GuessIt found: {
  [1.00] "videoCodec": "h264",
  [1.00] "container": "mkv",
  [1.00] "format": "BluRay",
  [0.60] "title": "Dark City",
  [1.00] "releaseGroup": "CHD",
  [1.00] "screenSize": "720p",
  [1.00] "year": 1998,
  [1.00] "type": "movie",
  [1.00] "audioCodec": "DTS"
}
```

The numbers between square brackets indicate the confidence in the value, so for instance in the previous example, GuessIt is sure that the videoCodec is h264, but only 60% confident that the title is 'Dark City'.

You can use the `-v` or `--verbose` flag to have it display debug information.

You can use the `-p` or `-V` flags to display the properties names or the multiple values they can take.

You can also run a `--demo` mode which will run a few tests and display the results.

By default, GuessIt will try to autodetect the type of file you are asking it to guess, movie or episode. If you want to force one of those, use the `-t movie` or `-t episode` flags.

If input file is remote file or a release name with no folder and extension, you should use the `-n` or `--name-only` flag. It will disable folder and extension parsing, and any concrete file related analysis.

Guessit also allows you to specify the type of information you want using the `-i` or `--info` flag:

```
$ guessit -i hash_md5,hash_sha1,hash_ed2k tests/dummy.srt
For: tests/dummy.srt
GuessIt found: {
  [1.00] "hash_ed2k": "ed2k://|file|dummy.srt|44|1CA0B9DED3473B926AA93A0A546138BB|/",
  [1.00] "hash_md5": "e781de9b94ba2753a8e2945b2c0a123d",
  [1.00] "hash_sha1": "bfd18e2f4e5d59775c2bc14d80f56971891ed620"
}
```

You can see the list of options that guessit.py accepts like that:

```
$ guessit --help
usage: guessit [-h] [-t TYPE] [-n] [-c] [-X DISABLED_TRANSFORMERS] [-v]
               [-P SHOW_PROPERTY] [-u] [-a] [-y] [-f INPUT_FILE] [-d] [-p]
               [-V] [-s] [--version] [-b] [-i INFO] [-S EXPECTED_SERIES]
               [-T EXPECTED_TITLE] [-Y] [-D] [-L ALLOWED_LANGUAGES] [-E]
               [-C ALLOWED_COUNTRIES] [-G EXPECTED_GROUP]
               [filename [filename ...]]

positional arguments:
  filename              Filename or release name to guess

optional arguments:
  -h, --help            show this help message and exit

Naming:
```



```
-t TYPE, --type TYPE    The suggested file type: movie, episode. If undefined,
                        type will be guessed.
-n, --name-only         Parse files as name only. Disable folder parsing,
                        extension parsing, and file content analysis.
-c, --split-camel       Split camel case part of filename.
-X DISABLED_TRANSFORMERS, --disabled-transformer DISABLED_TRANSFORMERS
                        Transformer to disable (can be used multiple time)
-S EXPECTED_SERIES, --expected-series EXPECTED_SERIES
                        Expected series to parse (can be used multiple times)
-T EXPECTED_TITLE, --expected-title EXPECTED_TITLE
                        Expected title (can be used multiple times)
-Y, --date-year-first   If short date is found, consider the first digits as
                        the year.
-D, --date-day-first    If short date is found, consider the second digits as
                        the day.
-L ALLOWED_LANGUAGES, --allowed-languages ALLOWED_LANGUAGES
                        Allowed language (can be used multiple times)
-E, --episode-prefer-number
                        Guess "serie.213.avi" as the episodeNumber 213.
                        Without this option, it will be guessed as season 2,
                        episodeNumber 13
-C ALLOWED_COUNTRIES, --allowed-country ALLOWED_COUNTRIES
                        Allowed country (can be used multiple times)
-G EXPECTED_GROUP, --expected-group EXPECTED_GROUP
                        Expected release group (can be used multiple times)
```

Output:

```
-v, --verbose           Display debug output
-P SHOW_PROPERTY, --show-property SHOW_PROPERTY
                        Display the value of a single property (title, series,
                        videoCodec, year, type ...)
-u, --unidentified      Display the unidentified parts.
-a, --advanced          Display advanced information for filename guesses, as
                        json output
-y, --yaml              Display information for filename guesses as yaml
                        output (like unit-test)
-f INPUT_FILE, --input-file INPUT_FILE
                        Read filenames from an input file.
-d, --demo              Run a few builtin tests instead of analyzing a file
```

Information:

```
-p, --properties        Display properties that can be guessed.
-V, --values            Display property values that can be guessed.
-s, --transformers      Display transformers that can be used.
--version              Display the guessit version.
```

guessit.io:

```
-b, --bug               Submit a wrong detection to the guessit.io service
```

Other features:

```
-i INFO, --info INFO    The desired information type: filename, video,
                        hash_mpc or a hash from python's hashlib module, such
                        as hash_md5, hash_sha1, ...; or a list of any of them,
                        comma-separated
```

4.3 Python module usage

The main entry points to the python module are the `guess_file_info`, `guess_movie_info` and `guess_episode_info`.

The `guess_file_info` function will try to autodetect the type of the file, either movie, moviesubtitle, movieinfo, episode, episodesubtitle or episodeinfo.

Pass them the filename and the desired information type:

```
>>> import guessit
>>> path = 'Movies/Dark City (1998)/Dark.City.(1998).DC.BDRip.720p.DTS.X264-CHD.mkv'
>>> guess = guessit.guess_movie_info(path, info=['filename'])
```

```
>>> print type(guess)
<class 'guessit.guess.Guess'>
```

```
>>> print guess
{'videoCodec': 'h264', 'container': 'mkv', 'format': 'BluRay',
'title': 'Dark City', 'releaseGroup': 'CHD', 'screenSize': '720p',
'year': 1998, 'type': 'movie', 'audioCodec': 'DTS'}
```

```
>>> print guess.nice_string()
{
  [1.00] "videoCodec": "h264",
  [1.00] "container": "mkv",
  [1.00] "format": "BluRay",
  [0.60] "title": "Dark City",
  [1.00] "releaseGroup": "CHD",
  [1.00] "screenSize": "720p",
  [1.00] "year": 1998,
  [1.00] "type": "movie",
  [1.00] "audioCodec": "DTS"
}
```

A `Guess` instance is a dictionary which has an associated confidence for each of the properties it has.

A `Guess` instance is also a python dict instance, so you can use it wherever you would use a normal python dict.

If you have the `Enzyme` python package installed, then the `guess_video_metadata` function is also available, which will return a guess with the properties from the video file metadata.

Web Service API

The guessit.io server also provides a free webservice that allows you to perform filename detection, even you don't have python installed (eg: you need to use it from an Android app, or NodeJS, etc.).

You can look at the documentation for the web API here: <http://api.guessit.io>

Developer Guide

If you want to contribute to the project, this part of the documentation is for you.

6.1 Understanding the MatchTree

The basic structure that the filename detection component uses is the `MatchTree`. A `MatchTree` is a tree covering the filename, where each node represent a substring in the filename and can have a `Guess` associated with it that contains the information that has been guessed in this node. Nodes can be further split into subnodes until a proper split has been found.

This makes it so that all the leaves concatenated will give you back the original filename. But enough theory, let's look at an example:

```
>>> path = 'Movies/Dark City (1998)/Dark.City.(1998).DC.BDRip.720p.DTS.X264-CHD.mkv'
>>> print guessit.IterativeMatcher(path).match_tree
000000 1111111111111111 222222222222222222222222222222222222 333
000000 0000000000011111 000000000011111222222222222222222222 000
           011112             011112000000000000000000000000111
                                   00000000000000000000011112
                                   00000000000111122222
                                   0000111112      01112
Movies/_(_)(_)/Dark.City._(.)_.-_.__
    tttttttt yyyy          yyyy     fffff ssss aaa vvuv rrr ccc
Movies/Dark City (1998)/Dark.City.(1998).DC.BDRip.720p.DTS.X264-CHD.mkv
```

The last line contains the filename, which you can use a reference. The previous line contains the type of property that has been found. The line before that contains the filename, where all the found groups have been blanked. Basically, what is left on this line are the leftover groups which could not be identified.

The lines before that indicate the indices of the groups in the tree.

For instance, the part of the filename ‘BDRip’ is the leaf with index (2, 2, 0, 0, 0, 1) (read from top to bottom), and its meaning is ‘format’ (as shown by the \mathfrak{f} ’s on the last-but-one line).

6.2 What does the IterativeMatcher do?

The goal of the `api/matcher` is to take a `MatchTree` which contains no information (yet!) at the beginning, and apply a succession of rules to try to guess parts of the filename. These rules are called transformations and work in-place on the tree, splitting into new leaves and updating the nodes's guesses when it finds some information.

Let's look at what happens when matching the previous filename.

6.2.1 Splitting into path components

First, we split the filename into folders + basename + extension This gives us the following tree, which has 4 leaves (from 0 to 3):

```
000000 1111111111111111 22222222222222222222222222222222222222222222222222222 333
Movies/Dark City (1998)/Dark.City.(1998).DC.BDRip.720p.DTS.X264-CHD.mkv
```

6.2.2 Splitting into explicit groups

Then, we want to split each of those groups into “explicit” groups, i.e.: groups which are enclosed in parentheses, square brackets, curly braces, etc.:

```
000000 1111111111111111 2222222222222222222222222222222222222222222222222 333
000000 0000000000011111 000000000011111222222222222222222222222222222 000
Movies/Dark City (1998)/Dark.City.(1998).DC.BDRip.720p.DTS.X264-CHD.____
ccc
Movies/Dark City (1998)/Dark.City.(1998).DC.BDRip.720p.DTS.X264-CHD.mkv
```

As you can see, the containing folder has been split into 2 sub-groups, and the basename into 3 groups (separated by the year information).

Note that we also got the information from the extension, as you can see above.

6.2.3 Finding interesting patterns

Now that this first split has been made, we can start finding some known patterns which we can identify in the filename. That is the main objective of the `IterativeMatcher`, which will run a series of transformations which can identify groups in the filename and will annotate the corresponding nodes.

For instance, the year:

```

000000 1111111111111111 222222222222222222222222222222222222 333
000000 0000000000011111 00000000000111112222222222222222222222 000
          011112          011112
Movies/Dark City (____)/Dark.City.(____).DC.BDRip.720p.DTS.X264-CHD.____
          YYYY          YYYY          ccc
Movies/Dark City (1998)/Dark.City.(1998).DC.BDRip.720p.DTS.X264-CHD.mkv

```

Then, known properties usually found in video filenames:

```

000000 1111111111111111 2222222222222222222222222222222222222222222222222 333
000000 0000000000011111 000000000011111222222222222222222222222222222 000
          011112          01111200000000000000000000000000000000000111
                                0000000000000000000000011112
                                00000000000111122222
                                0000111112      01112
Movies/Dark City (____)/Dark.City.(____).DC.____.____.____.____-____.____
          yyyy          yyyy      fffff ssss aaa vvvv rrr ccc
Movies/Dark City (1998)/Dark.City.(1998).DC.BDRip.720p.DTS.X264-CHD.mkv

```

As you can see, this starts to branch pretty quickly, as each found group splits a leaf into further leaves. In this case, that gives us the year (1998), the format (BDRip), the screen size (720p), the video codec (x264) and the release group (CHD).

nice_string (*advanced=False*)

Return a string with the property names and their values, that also displays the associated confidence to each property.

FIXME: doc with param

to_dict (*advanced=False*)

Return the guess as a dict containing only base types, ie: where dates, languages, countries, etc. are converted to strings.

if advanced is True, return the data as a json string containing also the raw information of the properties.

update_highest_confidence (*other*)

Update this guess with the values from the given one. In case there is property present in both, only the one with the highest one is kept.

`guessit.guess.choose_int(g1, g2)`

Function used by `merge_similar_guesses` to choose between 2 possible properties when they are integers.

`guessit.guess.choose_string(g1, g2)`

Function used by `merge_similar_guesses` to choose between 2 possible properties when they are strings.

If the 2 strings are similar or have common words longer than 3 letters, the one with highest confidence is returned with an increased confidence.

If the 2 strings are dissimilar, the one with the higher confidence is returned, with a weaker confidence.

Note that here, 'similar' means that 2 strings are either equal, or that they differ very little, such as one string being the other one with the 'the' word prepended to it.

```
>>> s(choose_string(('Hello', 0.75), ('World', 0.5)))
('Hello', 0.5)
```

```
>>> s(choose_string(('Hello', 0.5), ('hello', 0.5)))
('Hello', 0.75)
```

```
>>> s(choose_string(('Hello', 0.4), ('Hello World', 0.4)))
('Hello', 0.64)
```

```
>>> s(choose_string(('simpsons', 0.5), ('The Simpsons', 0.5)))
('The Simpsons', 0.75)
```

`guessit.guess.merge_similar_guesses(guesses, prop, choose)`

Take a list of guesses and merge those which have the same properties, increasing or decreasing the confidence depending on whether their values are similar.

`guessit.guess.merge_all(guesses, append=None)`

Merge all the guesses in a single result, remove very unlikely values, and return it. You can specify a list of properties that should be appended into a list instead of being merged.

```
>>> s(merge_all([ Guess({'season': 2}, confidence=0.6),
...                  Guess({'episodeNumber': 13}, confidence=0.8) ]))
... ) == {'season': 2, 'episodeNumber': 13}
True
```

```
>>> s(merge_all([ Guess({'episodeNumber': 27}, confidence=0.02),
...                  Guess({'season': 1}, confidence=0.2) ]))
... ) == {'season': 1}
True
```


ancestors

Retrieve all ancestors, from this node to root node.

Returns a list of MatchTree objects

clean_value

Return a cleaned value of the matched substring, with better presentation formatting (punctuation marks removed, duplicate spaces, ...)

depth

Return the depth of this node.

get_partition_spans (*indices*)

Return the list of absolute spans for the regions of the original string defined by splitting this node at the given indices (relative to this node)

Parameters *indices* – indices of the partition spans

Returns a list of tuple of the spans

guesses

List all guesses, including children ones.

Returns list of guesses objects

info

Return a dict containing all the info guessed by this node, subnodes included.

is_leaf ()

Return whether this node is a leaf or not.

leaves ()

Return a generator over all the nodes that are leaves.

next_leaf (*leaf*)

Return next leaf for this node

next_leaves (*leaf*)

Return next leaves for this node

node_at (*idx*)

Return the node at the given index in the subtree rooted at this node.

node_idx

Return this node's index in the tree, as a tuple. If this node is the root of the tree, then return ().

nodes ()

Return a generator of all nodes and subnodes in this tree.

nodes_at_depth (*depth*)

Return all the nodes at a given depth in the tree

partition (*indices*, *category=None*)

Partition this node by splitting it at the given indices, relative to this node.

Parameters

- **indices** – indices of the partition spans
- **category** – category of the new MatchTree

Returns a list of created MatchTree instances

previous_leaf (*leaf*)

Return previous leaf for this node

previous_leaves (*leaf*)

Return previous leaves for this node

root

Return the root node of the tree.

to_string ()

Return a readable string representation of this tree.

The result is a multi-line string, where the lines are:

- line 1 -> N-2: each line contains the nodes at the given depth in the tree
- line N-2: original string where all the found groups have been blanked
- line N-1: type of property that has been found
- line N: the original string, which you can use a reference.

value

Return the substring that this node matches.

class guessit.matchtree.**MatchTree** (*string=u'', span=None, parent=None, clean_function=None, category=None*)

The MatchTree contains a few “utility” methods which are not necessary for the BaseMatchTree, but add a lot of convenience for writing higher-level rules.

first_leaf_containing (*property_name*)

Return the first leaf containing the given property.

is_explicit ()

Return whether the group was explicitly enclosed by parentheses/square brackets/etc.

leaves_containing (*property_name*)

Return a generator of leaves that guessed the given property.

matched ()

Return a single guess that contains all the info found in the nodes of this tree, trying to merge properties as good as possible.

previous_leaves_containing (*node, property_name*)

Return a generator of leaves containing the given property that are before the given node (in the string).

previous_unidentified_leaves (*node*)

Return a generator of non-empty leaves that are before the given node (in the string).

unidentified_leaves (*valid=<function <lambda>>*)

Return a generator of leaves that are not empty.

6.6 Matchers

class guessit.matcher.**IterativeMatcher** (*filename, options=None, **kwargs*)

An iterative matcher tries to match different patterns that appear in the filename.

The *filetype* argument indicates which type of file you want to match. If it is undefined, the matcher will try to see whether it can guess that the file corresponds to an episode, or otherwise will assume it is a movie.

The recognized *filetype* values are: ['subtitle', 'info', 'movie', 'moviesubtitle', 'movieinfo', 'episode', 'episodesubtitle', 'episodeinfo']

options is a dict of options values to be passed to the transformations used by the matcher.

The IterativeMatcher works mainly in 2 steps:

First, it splits the filename into a `match_tree`, which is a tree of groups which have a semantic meaning, such as episode number, movie title, etc...

The match_tree created looks like the following:

[illegible]

The first 3 lines indicates the group index in which a char in the filename is located. So for instance, `x264` (in the middle) is the group (0, 4, 1), and it corresponds to a video codec, denoted by the letter `v` in the 4th line. (for more info, see `guess.matchtree.to_string`)

Second, it tries to merge all this information into a single object containing all the found properties, and does some (basic) conflict resolution when they arise.

Support

The project website for GuessIt is hosted at [ReadTheDocs](#). There you will also find the User guide and Developer documentation.

This project is hosted on GitHub: <https://github.com/wackou/guessit>

Please report issues and/or feature requests via the [bug tracker](#).

You can also report issues using the command-line tool:

```
$ guessit --bug "filename.that.fails.avi"
```

Contribute

GuessIt is under active development, and contributions are more than welcome!

1. Check for open issues or open a fresh issue to start a discussion around a feature idea or a bug. There is a Contributor Friendly tag for issues that should be ideal for people who are not very familiar with the codebase yet.
2. Fork [the repository](#) on Github to start making your changes to the **master** branch (or branch off of it).
3. Write a test which shows that the bug was fixed or that the feature works as expected.
4. Send a pull request and bug the maintainer until it gets merged and published. :)

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g

`guessit.guess`, [19](#)

`guessit.matcher`, [23](#)

`guessit.matchtree`, [21](#)

A

`add_child()` (`guessit.matchtree.BaseMatchTree` method), 21

`ancestors` (`guessit.matchtree.BaseMatchTree` attribute), 21

B

`BaseMatchTree` (class in `guessit.matchtree`), 21

C

`choose_int()` (in module `guessit.guess`), 20

`choose_string()` (in module `guessit.guess`), 20

`clean_value` (`guessit.matchtree.BaseMatchTree` attribute), 22

D

`depth` (`guessit.matchtree.BaseMatchTree` attribute), 22

F

`first_leaf_containing()` (`guessit.matchtree.MatchTree` method), 23

G

`get_partition_spans()` (`guessit.matchtree.BaseMatchTree` method), 22

`Guess` (class in `guessit.guess`), 19

`guesses` (`guessit.matchtree.BaseMatchTree` attribute), 22

`guessit.guess` (module), 19

`guessit.matcher` (module), 23

`guessit.matchtree` (module), 21

I

`info` (`guessit.matchtree.BaseMatchTree` attribute), 22

`is_explicit()` (`guessit.matchtree.MatchTree` method), 23

`is_leaf()` (`guessit.matchtree.BaseMatchTree` method), 22

`IterativeMatcher` (class in `guessit.matcher`), 23

L

`leaves()` (`guessit.matchtree.BaseMatchTree` method), 22

`leaves_containing()` (`guessit.matchtree.MatchTree` method), 23

M

`matched()` (`guessit.matchtree.MatchTree` method), 23

`MatchTree` (class in `guessit.matchtree`), 23

`merge_all()` (in module `guessit.guess`), 20

`merge_similar_guesses()` (in module `guessit.guess`), 20

`metadata()` (`guessit.guess.Guess` method), 19

N

`next_leaf()` (`guessit.matchtree.BaseMatchTree` method), 22

`next_leaves()` (`guessit.matchtree.BaseMatchTree` method), 22

`nice_string()` (`guessit.guess.Guess` method), 19

`node_at()` (`guessit.matchtree.BaseMatchTree` method), 22

`node_idx` (`guessit.matchtree.BaseMatchTree` attribute), 22

`nodes()` (`guessit.matchtree.BaseMatchTree` method), 22

`nodes_at_depth()` (`guessit.matchtree.BaseMatchTree` method), 22

P

`partition()` (`guessit.matchtree.BaseMatchTree` method), 22

`previous_leaf()` (`guessit.matchtree.BaseMatchTree` method), 22

`previous_leaves()` (`guessit.matchtree.BaseMatchTree` method), 22

`previous_leaves_containing()` (`guessit.matchtree.MatchTree` method), 23

`previous_unidentified_leaves()` (`guessit.matchtree.MatchTree` method), 23

R

`root` (`guessit.matchtree.BaseMatchTree` attribute), 23

T

`to_dict()` (`guessit.guess.Guess` method), 20

`to_string()` (`guessit.matchtree.BaseMatchTree` method),
[23](#)

U

`unidentified_leaves()` (`guessit.matchtree.MatchTree`
method), [23](#)

`update_highest_confidence()` (`guessit.guess.Guess`
method), [20](#)

V

`value` (`guessit.matchtree.BaseMatchTree` attribute), [23](#)