EECS/MSAI 349 Project Proposal Peer Review

In this assignment, you will review three project proposals and give the group feedback. The peer review assignment has specific instructions, so read the below carefully.

You can download three proposals you need to review on the right side of project proposal assignment page. You will see something like this:
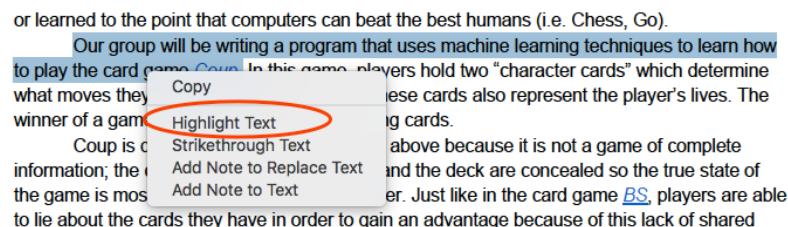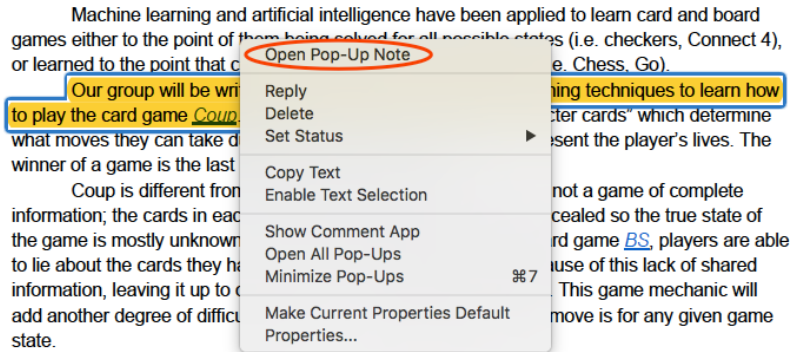

How to provide peer review for EECS349 project proposal:

1. Download and install: Adobe Acrobat Reader DC
2. Open a project proposal PDF file using Adobe Acrobat Reader DC
3. There are four aspects you need to provide your reviews. Here are some questions for each of them you may want to think before given your reviews.
   a. Topic: Do you like their project topic? What kind of problem they may encounter if they choose this topic.
   b. Dataset: Do you think their dataset is good to train a machine learning model? How likely they will get the data, if they want to invent a new dataset. Any comments about pre-process or the size of the dataset? Or, other suggestions?
   c. Feature: Is their feature selection good? Do they need to add, remove or modify features?
   d. Algorithm: Any pros and cons of their machine learning algorithm?
4. Now, provide your reviews.
   a. To provide review for Topic:
      i. Select and highlight the sentence where they mention their topic.

      ii. Right click on the highlighted sentence and select 'Open Pop-Up Note'.

Machine learning and artificial intelligence have been applied to learn card and board games either to the point of them being solved for all possible states (i.e. checkers, Connect 4), or learned to the point that computers can beat the best humans (i.e. Chess, Go). Our group will be writing a program that uses machine learning techniques to learn how to play the card game *Coup*. In this game, players hold two "character cards" which determine what moves they can take during their turn. These cards also represent the player's lives. The winner of a game is the last player to be holding cards.

Coup is different from the games listed above because it is not a game of complete information; the cards in each player's hands and the deck are concealed so the true state of the game is mostly unknown to any given player. Just like in the card game *BS*, players are able to lie about the cards they have 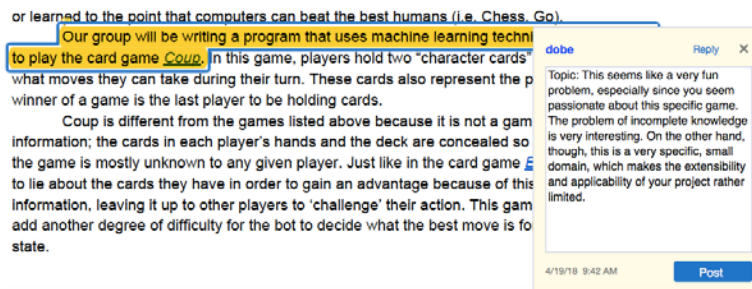in order to gain an advantage because of this lack of shared information, leaving it up to other players to 'challenge' their action. This game mechanic will add another degree of difficulty for the bot to decide what the best move is for any given game state.

Context menu shown:
- Open Pop-Up Note
- Reply
- Delete
- Set Status ▶
- Copy Text
- Enable Text Selection
- Show Comment App
- Open All Pop-Ups
- Minimize Pop-Ups ⌘7
- Make Current Properties Default
- Properties...

    iii.   Input your review about their topic in the following format: Topic: review.

        For example: 'Topic: This seems like a very fun problem, especially since you seem passionate about this specific game. The problem of incomplete knowledge is very interesting. On the other hand, though, this is a very specific, small domain, which makes the extensibility and applicability of your project rather limited.'

    iv.   Click post to finish your review on their topic.

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Comment:
dobe — Reply ✕
Topic: This seems like a very fun problem, especially since you seem passionate about this specific game. The problem of incomplete knowledge is very interesting. On the other hand, though, this is a very specific, small domain, which makes the extensibility and applicability of your project rather limited.
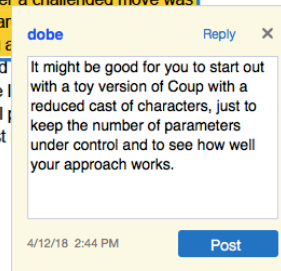4/19/18 9:42 AM — Post
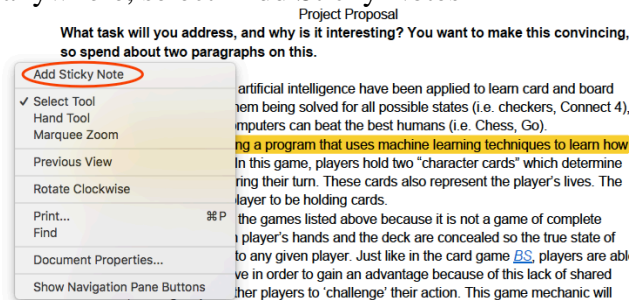
b. Similar to topic, select sentences related to dataset, feature and algorithm and use
    i. Dataset: review
    ii. Feature: review
    iii. Algorithm: review
to input your reviews.

c. Feel free to add comments on whatever you want by highlighting a sentence and add 'Open Pop-Up Note'. For example:

game states to a dataset that will then be used by the bots in future iterations. There is some data that can be collected immediately during a game (such as whether a challenged move was successful, or whether a challenge was successful), but because we ar[...] iterations, we can wait until the end of every game before the learning a[...]

We will hardcode bots with specific and random play styles and [...] learning bot. This will have two beneficial effects. First, it will teach the [...] against different metagames. Second, by including random bots, it will [...] strategy that works only in the niche of the learning bot playing against [...]
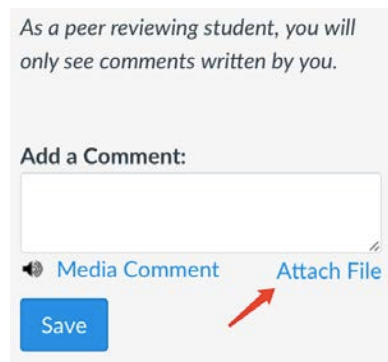
dobe   Reply   ✕

It might be good for you to start out with a toy version of Coup with a reduced cast of characters, just to keep the number of parameters under control and to see how well your approach works.

4/12/18 2:44 PM   Post

d. If you have global comments, input your comments using sticky note. Right click anywhere, select 'Add Sticky Notes'

Project Proposal

What task will you address, and why is it interesting? You want to make this convincing, so spend about two paragraphs on this.

Add Sticky Note

✓ Select Tool
Hand Tool
Marquee Zoom

Previous View

Rotate Clockwise

Print... ⌘P
Find

Document Properties...

Show Navigation Pane Buttons

[...] artificial intelligence have been applied to learn card and board [...]em being solved for all possible states (i.e. checkers, Connect 4), [...]mputers can beat the best humans (i.e. Chess, Go).
[...]ng a program that uses machine learning techniques to learn how [...] In this game, players hold two "character cards" which determine [...]ring their turn. These cards also represent the player's lives. The [...]layer to be holding cards.
[...] the games listed above because it is not a game of complete [...] player's hands and the deck are concealed so the true state of [...] to any given player. Just like in the card game _BS_, players are abl[...] [...]ve in order to gain an advantage because of this lack of shared [...]ther players to 'challenge' their action. This game mechanic will

Submission Instructions

Step 1:

For each peer review you are assigned, just attach your annotated PDF file through the peer review system. No need to leave comments in the text box.

As a peer reviewing student, you will only see comments written by you.

Add a Comment:

🔊 Media Comment   Attach File

Save

Step 2:

Zip all your annotated files and submit them as your submission of the proposal peer review assignment. (https://canvas.northwestern.edu/courses/78852/assignments/514082)