Peer Review
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1. *Real Time Acoustic Modeling with Convolutional Neural Nets*

What I found most interesting about this project was that it operated in real time to classify phonemes. This means they built in a mechanism for data collection. The visualization they used was also very cool!

2. *Adoption to User's Needs on Browsing Data*

I thought the use cases of habitlab were very interesting, and it surprised me that all of our Chrome browsing history is fully accessible to whatever Chrome extensions we install. Although the training and testing accuracy were not ideal, the idea that we can use AI to predict how people spend their time was very interesting

3. *SpAIdes: An Intelligent Spades-Playing Agent*

I found the self-referential premise of the project—trying to predict how many hands an optimal agent would win really interesting. I also thought the idea of freezing the model every 1000 iterations and using that as the optimal model to train a new model on was also very insightful. Overall an interesting project.