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Project Peer Review

1. AI Super Tic-Tac-Toe
    a. Problem Statement
        i. Train an AI to play a zero-sum 9 board tic-tac-toe game against random, human, and other AI opponents.
    b. Strategies Used
        i. Minimax & Expectimax
        ii. Monte-Carlo Tree Search
    c. Conclusions
        i. MCTS won handily, just as it did in Alpha Go. Minimax couldn't go deep enough to work well. Expectimax assumption of random opponent is a poor expectation.
2. NHL Hockey Player Performance Prediction
    a. Problem Statement
        i. Predict scores of 1:4 NHL hockey performance based on AHL data.
    b. Strategies Used
        i. Naive-Bayes
        ii. Softmax
        iii. SVM
        iv. Neural Network (planned to implement)
    c. Conclusions
        i. Good at predicting 4 (poor performance). Bad at predicting 1 (top performance). They will try modifying cost function to penalize missing higher performers. Very few training points for top performers makes training tough.
3. Ethical Life Pro Tips
    a. Problem Statement
        i. Evaluate reddit.com Life Pro Tips (LPT) as ethical or unethical. Data tagged by posts submission to LPT or 'unethical LPT' subreddits.
    b. Strategies Used
        i. Hidden Markov Model
        ii. Naive Bayes
        iii. Ensemble
    c. Conclusions
        i. Good performance.
        ii. Some interesting results such as: "Take drugs for depression." categorized as good. I think it could go either way, good for prescription drugs and possibly bad for illicit drugs.