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| Meeting record | |
| September 21st, 2016 | |
| Talk content | **Plan (next week)** |
| 1. Provide some related paper links (see appendix A) | 1.Read related paper and take notes |
| 2. Java maybe a good choice (see appendix B) | 2. Upload files to GitLab and try to use Eclipse to push codes |
| 3. Explain ANNs including inputs, outputs and how did weights modify (see appendix C) | 3. Try to use slack |
|  | 4. Make a simple plan |
|  | 5. See John in next week |
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| Appendix A:  Paper links   1. *Practical Issues in Temporal Difference Learning*   Gerald Tesauro  [http://download.springer.com/static/pdf/391/art%253A10.1023%252FA%253A1022624705476.pdf?originUrl=http%3A%2F%2Flink.springer.com%2Farticle%2F10.1023%2FA%3A1022624705476&token2=exp=1474470843~acl=%2Fstatic%2Fpdf%2F391%2Fart%25253A10.1023%25252FA%25253A1022624705476.pdf%3ForiginUrl%3Dhttp%253A%252F%252Flink.springer.com%252Farticle%252F10.1023%252FA%253A1022624705476\*~hmac=95ded66020581d35bb762b3669e03848aa4e17e91cc56b635a6f48fa0944f0d6](http://download.springer.com/static/pdf/391/art%253A10.1023%252FA%253A1022624705476.pdf?originUrl=http%3A%2F%2Flink.springer.com%2Farticle%2F10.1023%2FA%3A1022624705476&token2=exp=1474470843~acl=%2Fstatic%2Fpdf%2F391%2Fart%25253A10.1023%25252FA%25253A1022624705476.pdf%3ForiginUrl%3Dhttp%253A%252F%252Flink.springer.com%252Farticle%252F10.1023%252FA%253A1022624705476*~hmac=95ded66020581d35bb762b3669e03848aa4e17e91cc56b635a6f48fa0944f0d6)   1. *Co-Evolution in the Successful Learning of Backgammon Strategy*   Jordan B. Pollack & Alan D. Blair  http://www.demo.cs.brandeis.edu/papers/bkg\_ml.pdf   1. *Comments on “Co-Evolution in the Successful Learning of Backgammon Strategy”*   Gerald Tesauro  http://paperity.org/p/7532738/comments-on-co-evolution-in-the-successful-learning-of-backgammon-strategy  other:   1. [http://download.springer.com/static/pdf/71/chp%253A10.1007%252F11579427\_23.pdf?originUrl=http%3A%2F%2Flink.springer.com%2Fchapter%2F10.1007%2F11579427\_23&token2=exp=1474437129~acl=%2Fstatic%2Fpdf%2F71%2Fchp%25253A10.1007%25252F11579427\_23.pdf%3ForiginUrl%3Dhttp%253A%252F%252Flink.springer.com%252Fchapter%252F10.1007%252F11579427\_23\*~hmac=9cb9c8c98378b799cb08a7308e022ce8e10f5e24bd37c4f765a607dd31adad64](http://download.springer.com/static/pdf/71/chp%253A10.1007%252F11579427_23.pdf?originUrl=http%3A%2F%2Flink.springer.com%2Fchapter%2F10.1007%2F11579427_23&token2=exp=1474437129~acl=%2Fstatic%2Fpdf%2F71%2Fchp%25253A10.1007%25252F11579427_23.pdf%3ForiginUrl%3Dhttp%253A%252F%252Flink.springer.com%252Fchapter%252F10.1007%252F11579427_23*~hmac=9cb9c8c98378b799cb08a7308e022ce8e10f5e24bd37c4f765a607dd31adad64) 2. <https://books.google.co.jp/books?hl=zh-CN&lr=&id=0J8kQEjXe38C&oi=fnd&pg=PA92&dq=Pollack++Blair&ots=nmXuyuexZ-&sig=HEkv6IUN88DVul534_kYlFFxhkk&redir_esc=y#v=onepage&q=Pollack%20%20Blair&f=false> | |
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| Appendix B:  Scan some papers, most of they use Java to write the UI and not mention which language they used. Then they would use Matlab to figure out the data algorithms.  Consequently, I also could use Java to write most part and then use other tools to help analyze. | |
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| Appendix C: Inputs should contain all possible positions  Outputs should be the best position answer.  The weights should be random between x to y (x, y are not determined). Then after comparing the win rate and select the better ones. The better ones would be used in this game again…(as many as we could test) | |
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