Final Project Presentation

CS 6501 Reinforcement Learning (Spring 2024)

1 Rules

- Control the presentation time *strictly* within 15 minutes.
- You can choose to use your own laptop or my laptop. If you use your own laptop, make sure that it can connect to the projector through HDMI, and **come at 9:15 on the presentation day to test your device**. If you would like to use my laptop, **upload a pdf file and/or a single video with standard format to this google drive before 9:00 on the presentation day**.
- For what is expected in the presentation, see the specification.

2 Schedule

April 15

- Kasra Lekan, Michael Fatemi, Luke Benham: Reel Recommendations: Leveraging RL for Tailored LetterBoxd Recommendations
- Mason Barnes: RL Agent for Swipe Brick Breaker

April 17

- Stephen Xu: A Survey on RL for Financial Decision Making
- Huibo Yang: RL Agent for the Mario Game
- Scott Sikorski: RL for Task and Motion Planning Learning in Mobile Robots
- Xuhui Kang: A Collaboration Benchmark Inspired by Moving Out

April 22

- JiHo Lee: Sentiment Analysis with RL
- Zhuoer Shen, Haochen Liu, Binchi Zhang: A Survey on Dueling and Cascading Bandits
- Feng Guo, Jiahui Zhang, Hongyan Wu: PrefLCR-Bandit: A Movie Recommendation System
- Licheng Luo, Kefan Song, Ye Ma: Image-to-Text Generation with RL

April 24

- Khang Vo Huynh, Tseganesh Kebede: Relationship Between Image Noise and RL Agents in Image-based Environments
- Minjae Kwon: Logic-based Hierarchical RL with Sample Efficiency
- Qiheng Lu: Solving the D*k*S Problem with RL
- Sidhardh Burre, Matthew Whelan, Nitin Maddi: RL Agent for Settlers of Catan