Article structure

1 . Articles :

Name	Simple Reinforcement Learning for Small-Memory Agent	Two-Way Communication between Working Dogs and Their Handlers
Link	https://ieeexplore.ieee.org/document/6147019	https://ieeexplore.ieee.org/stamp/stamp.jsp?arnumber=6818510
Structure	This paper uses a classical structure : - Abstract - Introduction and Terms Definition - Body of the Paper (Experiments, How to reproduce them, discussing experiments importance) - Results obtained - Discussion of results and further improvements - Conclusion - acknowledgment and references	This papers uses a more uncommon structure : - Introduction by story-telling - Context of the study and the previous work done on the subject - explaining the solution - explaining how it works - Explaining methods and difficulties encountered - Discussing the future work to be done to pursue this goal - References and Team presentations
Argumentation	This paper uses the method of Experimentation as an argumentation proof. It gives understandable experiences which can be easily reproduced. Then, the results are discussed and exposed with benchmarks.	This paper uses both Experimentation and Argumentation of Physics and Computer science domain. It gives the idea, the manners that will be employed in order to reach the goal of the paper, by supporting physics and computer science knowledge. Since this paper is a prequel to the full study, the results are not provided. But they discuss what they want to obtain and will work for.

2 . ***Articles*** :

The first paper (“Simple Reinforcement Learning for Small-Memory Agent”) uses a standard approach, whereas the second one (“Two-Way Communication between Working Dogs and Their Handlers”) is a prequel to the full study and uses a more modern approach.

They both give a good structure in order to understand the paper, even if it is still quicker to detect and clarify the structure in the first one.

The two studies describe their goal, in which context they took their place and try to define every term or scientific knowledge that is required to fully understand the problem raised.

Nevertheless, The first paper, since it’s a finished one, gives it’s result and proof by Argumentation only. It uses several cases of Reinforcement Learning Games which can be easily reproduced with all the parameters given by the paper. It then discusses the results, tries to propose further improvements and further work to explore.
Whereas, the second research paper doesn’t provide results since everything is not finished yet, but will try to use argumentation of scientific Physics and computer science concepts as an initial proof of work. Thus, they can’t provide information on how to reproduce the results.

Both papers are giving references and by checking they seem to be good references.

To put in a nutshell, even if the approach seems to be different in the two papers, we can easily classify the method to be quite the same. One is really a classical approach with every title, structure from the scientific paper model and the other one is more a teaser or fund-raiser model, which tends to use the same pattern but with more “implicit” structure.

In my opinion, the “Simple Reinforcement Learning for Small-Memory Agent” paper is well structured and is more precise than the other one. We can quickly find what we are looking for and deep dive in the field. The presentation is well managed and arguments are well presented too (and we can reproduce them).