

Game Day #1 - Mid-game Report

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Summary

During the first round, our team had a small technical difficulty with our R Shiny application that caused data entry into the application to fall behind the decisions our team was making. However, we were able to carefully take down the result of each state and catch up our application in between rounds after the error had been fixed. The application failure did not have a profound effect on our team's strategy as we focused on exploration during the first round - something we could accomplish without the guidance of our algorithm for a period of time.

We determined in between rounds that:

- We were fairly confident in our Q-table following Round 1
- We wanted our alpha to begin roughly where it left off at the end of Round 1 but to converge to zero quickly
- We intended to switch our strategy to exploitation once our alpha neared zero
- We raised beta to 0.70 to take advantage of our "good" Q-table in an attempt to maximize future rewards

Information Gathered on Other Teams' Q-tables

Our team decided that we were confident in our Q-table after Round 1, and therefore we did not purchase a Q-table from another group. Because of this, we also did not inquire about any other team's Q-table.

Information Provided to Other Teams About the Team's Q-table

No team approached us regarding the quality of our Q-table. However, another team did purchase our Q-table.

Q-table Transactions

Another group purchased our Q-table. We found out later that it was The Washington Redskins that purchased our table.

Our team did not purchase a Q-table from another group.