1, AI agent for playing Breakout on Atari 2600
http://web.stanford.edu/class/cs221/posters/18571037.pdf

I find this project interesting because it has very similar implementation compare to my own project 'Playing StartCraft 2 Mini-Games with Deep RL'; Differences are in Atari game the reinforcement learning algorithm is DQN, while StarCraft 2 uses A2C/A3C; And the CNN structure is also different, one uses AtariNet, the other uses a fully connected CNN called FullyConv.

2, Decoding Historical Handwritten Japanese
http://web.stanford.edu/class/cs221/posters/18551742.pdf

In lecture we talked about an decipherment application about Copiale cipher (105-page encrypted volume from 1730s), which is very amazing to me; and this decoding historical handwritten japanese, even though very different from the decipherment application, still sounds interesting to me; just curious which is better, HMM or CNN?

3, Music Generation with Deep Autoencoders
http://web.stanford.edu/class/cs221/posters/18561233.pdf

This project is trying to to auto generate music with deep autoencoders, would be interested in their resulting generated music. Apart from RNN and AutoEncoders used in this project, other technologies such as VAE, GAN are also very interesting to me.