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Final Project Proposal

The resurgence of neural networks in the last decade and its applications in deep learning has paved the way for a new kind of technology revolution where computers are quickly learning how to manipulate the environment to meet their goals. Neural networks has been labelled as embarrassingly parallel, therefore I would like to leverage the GEForce GTX 980 to enable computers to learn much faster. Although there are many applications, I'm a little torn between the two applications.

1) Recognize numbers, this has been done multiple times before and its lost its novelty now, however due to my lack of experience with neural nets I can take this as a safe bet and do a survey on graphing how the number of threads corresponds to learning time.
2) Minesweeper, a second possibility is enabling the computer to learn how to play minesweeper. This is considerably more challenging, but it does also seem more exciting.

To conclude I don't want to bite more than I chew, which I do constantly therefore your feedback will be well appreciated. Finally, there is a python framework called PyCuda, would it be ok if I used that? There are neat neural network libraries that python has, I don't know how easy it is to port them to CUDA architecture.