List Group Members by Name:

1. Nina Nguyen
2. Minh Nguyen
3. Khanh Phan
4. Spoorthi Bhat

Discussion prompt that we selected: 6

Include citations for the Articles Discussed (Use the sample to show the format expected)

1. Y. Hu, Y. Koren and C. Volinsky, "Collaborative Filtering for Implicit Feedback Datasets," 2008 Eighth IEEE International Conference on Data Mining, Pisa, 2008, pp. 263-272.

We decided to give article (1) the highest score because of the interesting study topic it presented. The implicit feedback is valuable to apply machine-learning on, which yields value insights about user’s preference. It’s arguable the cornerstone in implementing recommendation system. In addition to the study of implicit feedback. The article also successfully proposes the “Factored” model to learn implicit feedback. The experimental study shows this model’s performance surpases the performance of other models like Neighborhood and Popularity. Moreover, the study in the article also spends time on addressing computation cost of learning implicit feedback and manages to propose an algorithm with linear time. The combination of the study topic, thoroughness of the study, and valuable insights compelled us to give this article a score of 6.5/10.

1. Wan Maseri Binti Wan Mohd, A.H. Beg, Tutut Herawan, A. Noraziah, K. F. Rabbi, "Improved Parameterless K-Means", International Journal of Information Retrieval Research, vol. 1, pp. 1, 2011.

The article (2) “Using text mining to analyze user forums” was rated second highest mostly because of the topic that was researched and the application of the research which provided impressive result when compared with the real world. This paper explains the methodology for analysing the products and the comparisons between them to help understand the market structure. The purpose of this article was to perform sentimental analysis on the product reviews extracted from the product forums. The authors extracted the information such as the product names and the product attributes which helps to understand which products are compared against each other. The article uses huge data set of sedan car market and enough experimentation was performed that helped in obtaining impressive results. The topic under study, the extensive research made and the examples shown in the article gives the article a very good rating from the group members.

1. S. TOSUN and E. KARAARSLAN, "Real-Time Object Detection Application for Visually Impaired People: Third Eye," 2018 International Conference on Artificial Intelligence and Data Processing (IDAP), Malatya, Turkey, 2018, pp. 1-6.

Article (3) is at 3rd place in our ranking system. The research of article (3) is about a research on an Android application which helps visually impaired people who have difficulties with transportation and moving around the cities.This research focuses on an Android application where people can use to identify an object in real-time.The topic in this article itself is interesting, and the description of the methodology is clear, which allows future independent researchers to repeat the study easily. However, we found that the research is not very innovative, since they only used the existing technologies, such as using OpenCV for image processing and TensorFlow for machine learning. Moreover, the article is ambiguous in real statistical data. The authors do not mention if their research matured into a final product, as well as the result of their study.

1. L. Rosenberg and G. Willcox, "Artificial Swarm Intelligence vs Vegas Betting Markets," 2018 11th International Conference on Developments in eSystems Engineering (DeSE), Cambridge, United Kingdom, 2018, pp. 36-39.

We found the worst article to be “Artificial Swarm Intelligence vs Vegas Betting Markets” with a grade of 2 out of 10. The article did introduce a cool concept about Swarm Intelligence but I feel that it lacked foundation in its arguments. A technology used was from Swarm AI where humans use a platform to make decisions together in real-time and each decision is represented by a magnet. The point was to mimic bees or ants where they act as a swarm. There was not much information on the algorithm used in the swarm technology in the article but more results driven. By doing so, the article felt more in line with social engineering instead of artificial intelligence, where one person’s decision can affect another. That’s why we believe this was the weakest article.