

Course Project

CMPT 729 G100

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Course Project

- Apply reinforcement learning to solve an interesting problem
 - No board games
 - No Atari games
 - No standard benchmark problems (OpenAI gym, DeepMind Control Suite)
- Groups 2-4
- Proposal (10%)
- Presentations (20%)
- Report (20%)

Proposal

- 10% of final grade
- 1-2 pages
- Template: https://1sfu-my.sharepoint.com/:u:/g/personal/xbpeng_sfu_ca/EYLwNTjfLnZOk3CNaeFcSLcB-ySqB9Nmges-FDEUVhPUeQ?e=H08QQ5

Presentation

- 20% of final grade
- 20 mins + 5 mins questions

Report

- 20% of final grade
- Max 8 pages (not including references)
- Template: https://1sfu-my.sharepoint.com/:u:/g/personal/xbpeng_sfu_ca/EYLwNTjfLnZOk3CNaeFcSLcB-ySqB9Nmges-FDEUVhPUeQ?e=H08QQ5