

CS221 Project Poster Peer Review

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(i) **AI Agent for Chinese Chess**

Li Deng

This project uses various strategies (minimax, alpha-beta pruning, Monte Carlo tree search, etc) to let the AI agent play Chinese chess. I like this project because at the presentation, he has a live demo with nice GUI so that I can play the chess with his AI agent. (It was really fun and the agent is actually quite impressive!) I have to say that this is my favorite project today!

(ii) **Application of AI in Intrusion Sensing Security System**

Quan Yang, Xin Xie, Ruming Zhen

This project uses the signal from a intrusion sensor and try to determine whether an intrusion truly happened. The team formulates the signals as an HMM, and the classification result is really great. (Although this might be more like a machine learning project, but their algorithm was pretty cool).

(iii) **AI Agent for Atari Space-Invader Game**

Zhiwen Zhang, Yuanlin Wen, Yiming Chen

This project utilize deep Q-networks, and use the image of the game directly as the input, to train an AI agent to play space-invader. I'm interest in this project because this topic is covered in one of the CS221 sections, and I was really curious about it at that time.