

# Course Project

CMPT 729 G100

Jason Peng

# Course Project

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- 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

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- 10% of final grade
- 1-2 pages
- Due June 11
- Template: [https://1sfu-my.sharepoint.com/:u:/g/personal/xbpeng\\_sfu\\_ca/EYLwNTjfLnZOk3CNaeFcSLcB-ySqB9Nmges-FDEUVhPUeQ?e=H08QQ5](https://1sfu-my.sharepoint.com/:u:/g/personal/xbpeng_sfu_ca/EYLwNTjfLnZOk3CNaeFcSLcB-ySqB9Nmges-FDEUVhPUeQ?e=H08QQ5)

# Presentation

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- 20% of final grade
- 20 mins + 5 mins questions
- July 27, August 3

# Report

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- 20% of final grade
- Max 8 pages (not including references)
- Due August 11
- Template: [https://1sfu-my.sharepoint.com/:u:/g/personal/xbpeng\\_sfu\\_ca/EYLwNTjfLnZOk3CNaeFcSLcB-ySqB9Nmges-FDEUVhPUeQ?e=H08QQ5](https://1sfu-my.sharepoint.com/:u:/g/personal/xbpeng_sfu_ca/EYLwNTjfLnZOk3CNaeFcSLcB-ySqB9Nmges-FDEUVhPUeQ?e=H08QQ5)