CENG 492
Computer Engineering Design
Weekly Progress Report – 7
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28.04.2011

Work Done:

Taylan & İlkcan has focused on weka library usage and adapting our structure to it. Last week we have completed inserting the state-action pairs to database. And this week we have tried to transfer that data to weka for multilayer perceptron learning algorithm. There are two ways for importing data into weka. One way is the formatted files such as arff, cvs. Other way is directly connecting to a database and retrieve rows. Since we already have a database full of state-actions we choosed the second way, and finally we were able to connect to a MySql database with some changes to config files in weka. We loaded our training data to a multilayer perceptron but it did not end well. The algorithm could not finish building the model for our data. We tried three different ways for the format of database columns, unfortunately we could not get any result.

Alper & Volkan has written the Test Specification Report of the Gambler Agent project.We worked on how our tests will be done.After Test Specification Report we analyzed the stucture of the ARFF file.We learned and implemented some examples about how the different types of inputs given to the WEKA with ARFF file.Moreover we read about the Cross-validation technique to use in our Weka experiments.

Work To Do:

Next week, we are going to continue to change our data storage format until we get a result from weka multilayer perceptron algorithm. After deciding data format we are going to keep logs for each game type with different agents

and insert these into database with the found format.