CENG 492
Computer Engineering Design
Weekly Progress Report – 6
ErikSoft
21.04.2011

Work Done:

İlkcan & Taylan:

We did GameLogger Component test and corrected found errors. There were some problems with Trump game type logging. The suit of the trump was missed and we extracted the points of the players from log file since it will not be used during Learning phase. There were one more problem with No Hearts , No Jack & King and No Queens game types. The game should end when all the special cards are thrown. We added this feature.

We designed and implemented Log Parser component. The component is responsible for reading log files and forming states in order to insert into database. We also constructed the required tables with MySql. The component is also handling the insertions to database.

We tried Multilayer Perceptron algorithm using Weka Tool. It provides users to use weka classes in code and also in GUI mode. We wrote a simple example program to test which classes & methods are needed.

Alper&Volkan

In the web service implementation we have detected some problems.Our agents were designed according to a 20 turn game.At the beginning of game, agents were to known initial state of the game and behave according to this information before deploying them as webservice.But when we deploy our agents as web service we realized that our agents do not have information about initial state of the hand like minimum type and initial numbers of each suit since the web service only takes the state for one turn of game as input.So we have to got this information from past and thrown cards.Alper updated all agents except No Clubs and Trump.Volkan updated the No Clubs and Trump agents.Volkan also worked on ANN structure to decide output layer of our case.

Work To do:

Next week we are going to complete Test Specifications Report.

We will implement a multilayer perceptron learning program with weka and test it. Also some researches about how to connect to a database inside weka.

Weka has an input format called "arff". We will analyse this structure whether it is suitable for our case or not. If it is, we will look for a way to represent our states with arff format.