Assignment 1
CIS 410/510 Machine Learning, Winter 2009
due 11:59 pm, Wednesday, January 21th

1. Similar to the design process discussed for the checker problem, please design a learning system for the chess game. (Note, you can choose several most important board features you think to represent a target function.)

2. Read the slides, especially Page 29, explain why we get those three hypothesis in G_3 from G_2?

3. Exercise 2.3 in the textbook.

4. Exercise 2.4 in the textbook.

5. Exercise 2.6 in the textbook.

To turn in by paper version: Ask Cheri or Star to put your answers to Dejing Dou's mailbox or submit to him during the class or his office hour.

To turn in by emails: Send them to dou@cs.uoregon.edu. I prefer one pdf file. If you are using Word, you should be able to convert your word file to a pdf file.

To turn in by Blackboard: Upload your solution (i.e., one pdf file) to the Blackboard Assignment 1.