Project Presentation Schedule
([CS 6501: Topics in Learning and Game Theory](#))

Time: Thursday 3:30 – 6:15 pm, Dec 5'th. Free pizza and drinks will be provided at the end of the presentations.

Time	Project Title	Group Members
3:30 - 3:45	Selling Info to Competitive Buyer	Jibang Wu, Sijun Tan, Chenghan Zhou
3:45 - 4:00	Dataset Chunks Auction	Sanxing Chen, Fan Yao, Anshuman Suri, Aidan San
4:00 - 4:15	Online Retailer Pricing	Kechen Liu, Zhifan Lu
4:15 - 4:30	Privacy Guarantees in Minimax Optimization	Jianfeng Chi, Yinghan Wang, and Yinan Feng
4:30 - 4:45	RL for Five in a Row Games	Teng Li, Chen Zheng, Wen Ying
4:45 - 5:00	Recommendation to Group of Users	Lu Lin, Chuanhao Li
5:00 - 5:15	Active Learning for Rank Aggregation	Tao Jin
5:15 - 5:30	Convergence of Multi-agent RL	Aron Harder, Jeffrey Yong Yoo, Ingy ElSayed-Aly
5:30 - 5:45	Adversarial Attacks to ML	Ryan McCampbell, Dexuan Zhang, Yumeng Jiang, Andrew Elsey
5:45 - 6:00	Deceptive Attacks to RL	Quinn Dawkins, Matt Lee
6:00 - 6:15	Game Theory for Cyber Security	Faizan Ahmad

Scoring Sheet for Peer Grading

Please write your name here: _____

Time	Project Title	Your Grade (0-10)
3:30 - 3:45	Selling Info to Competitive Buyer	
3:45 - 4:00	Dataset Chunks Auction	
4:00 - 4:15	Online Retailer Pricing	
4:15 - 4:30	Privacy Guarantees in Minimax Optimization	
4:30 - 4:45	RL for Five in a Row Games	
4:45 - 5:00	Recommendation to Group of Users	
5:00 - 5:15	Active Learning for Rank Aggregation	
5:15 - 5:30	Convergence of Multi-agent RL	
5:30 - 5:45	Adversarial Attacks to ML	
5:45 - 6:00	Deceptive Attacks to RL	
6:00 - 6:15	Game Theory for Cyber Security	

Remarks: the final grade for each group will be a carefully tuned aggregation of all your scores. The student whose grades are closest to the final grades in l_2 distance will be awarded **5 bonus points** towards your final grade of this course. Note, you are allowed to **grade your own group**.