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Review of Grosso's "Combining Emotions and Machines"

Mr. Grosso looks into the subject of artificial emotions for his project. In particular, he analyzes the works of Frijda, Roseman, and OCC (Aortony, Clore, and Collins). He goes into a fair amount of detail on each of the three major research efforts, while also emphasizing their primary differences. At the end he also posits his thoughts as to the best approach for categorizing emotions for artificial emulation.

The majority of this paper is focused on the details of the particular research efforts undertaken. In the draft version being reviewed (ver. 11/27), the paper focuses almost entirely on the categorization of emotions and very little on the applications of this knowledge / work. This is a very interesting subject matter, and I believe readers would be interested to know how the research discussed has been applied.

Review of Matthews': Bayesian Networks

Mr. Matthews provides an astoundingly detailed paper on the use of Bayesian Networks to advise a player in the game of Texas Hold'em Poker. Mr. Matthews begins with a classic overview of the game followed by an elegant introduction to Bayesian Networks and their usefulness in reasoning with incomplete data. He then proceeds to thoroughly analyze how a Bayesian Network can be constructed to help analyze the game of Texas Hold'em. His analysis is complete with state graphs and formulae to aid in his explanation. Great Job!