

I. IDENTIFICATION DATA

Thesis name:	Variance Reduction in One-Sided Partially Observable Stochastic Games
Author's name:	Ondřej Kubíček
Type of thesis :	master
Faculty/Institute:	Faculty of Electrical Engineering (FEE)
Department:	Department of Computer Science
Thesis reviewer:	Jiří Čermák
Reviewer's department:	Not applicable

II. EVALUATION OF INDIVIDUAL CRITERIA

Assignment <i>Evaluation of thesis difficulty of assignment.</i>	challenging
Challenging topic requiring understanding of non-trivial amount of theory well above the material discussed in syllabus.	

Satisfaction of assignment <i>Assess that handed thesis meets assignment. Present points of assignment that fell short or were extended. Try to assess importance, impact or cause of each shortcoming.</i>	fulfilled
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Method of conception <i>Assess that student has chosen correct approach or solution methods.</i>	outstanding
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Technical level <i>Assess level of thesis specialty, use of knowledge gained by study and by expert literature, use of sources and data gained by experience.</i>	A - excellent.
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Formal and language level, scope of thesis <i>Assess correctness of usage of formal notation. Assess typographical and language arrangement of thesis.</i>	A - excellent.
Very good level of English and text quality.	

Selection of sources, citation correctness <i>Present your opinion to student's activity when obtaining and using study materials for thesis creation. Characterize selection of sources. Assess that student used all relevant sources. Verify that all used elements are correctly distinguished from own results and thoughts. Assess that citation ethics has not been breached and that all bibliographic citations are complete and in accordance with citation convention and standards.</i>	A - excellent.
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Additional commentary and evaluation <i>Present your opinion to achieved primary goals of thesis, e.g. level of theoretical results, level and functionality of technical or software conception, publication performance, experimental dexterity etc.</i>
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III. OVERALL EVALUATION, QUESTIONS FOR DEFENSE, CLASSIFICATION SUGGESTION

The thesis focuses on solving one-sided partially observable stochastic games and stochastic games with simultaneous moves. I consider this as a very challenging topic for master thesis.

Overall the thesis feels very polished. All the required theory is thoroughly explained and often demonstrated on examples. The English and the whole text is on very good level. The experimental evaluation is thorough and provides sufficient discussion of the observed results.

The only minor critique I have is that the experiments were performed only on pursuit evasion games. While these are a natural choice, I would be interested in seeing whether the results hold also for other domains.

What are the specific properties of pursuit evasion games and what other domains could be used in experimental evaluation in the future?

I evaluate handed thesis with classification grade **A - excellent**.

Date: **8.6.2022**

Signature: