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Czech Technical University in Prague   June 09, 2017
Faculty of Electrical Engineering
Department of Computer Science
Evaluation of the Master Thesis of Jan Malý

Dear Sir or Madam,

This letter constitutes my evaluation of "Learning to play real-time strategy games from demonstration using decentralized MAS".

The thesis presents the landscape of StarCraft AIs properly. It introduces quickly how to do (linear programming based) inverse reinforcement learning in a Markov decision process. It then presents the specific multi-agent decomposition of the bot of the candidate. Finally, it quickly presents the experimental results, which seem promising.

I would have appreciated the experimental section (in particular section 7.2) to contain more quantitative results, and in particular to precise why (how) certain choices were made (e.g. number of clusters for the MDP and hyper-parameters for the inverse reinforcement learning). I understand that, given the quantity of work that goes into producing a full game playing bot, there was probably not plenty of time to run several experiments.

Overall, the document is satisfying for a master thesis in computer science, as it represents a significant body of undoubtedly technical work.

Yours faithfully,

Gabriel Synnaeve

Grade (B)