Edward Turpin
CS 7123
HW1: Ch. 2 Checklist – Dr. Bylander

1) How do you start a research project?
   I think of a general question I want to answer, and narrow down the general question into instances that can be more easily solved.
2) What specific tools do you use?
   Weka (machine learning software package). A good statistics book. Maxima (a computer algebra system). Publicly available data sets to test algorithms and ideas.
3) How did you gain expertise with the various tools that you use?
   Trial and error. Read the manuals and online examples.
4) What are some important experiences you suggest to a novice researcher?
   Try many ideas and figure out why many ideas won't work. When the system administrator comes to complain about a student using too much computing resources, I know the student is being productive.
5) If I wanted to learn how to become a competent researcher, what specific tools would you suggest I work with?
   I would recommend reading "Artificial Intelligence: A Modern Approach." If you understand most of that book, you'd have a good understanding about the general field of AI.
6) How do you find or choose what to research?
   I'm interested in a big question of some sort, and try to find an approach to solve part of it.
7) How do you decide when you have enough results to publish?
   Results are ready to publish when I have solid experimental or analytical results that adds to existing research. The results must have good experimental structure and analysis.