

Title: Algorithm for Bot Detection

Client: Lockheed Martin Advanced Concepts Laboratory

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#### Strengths & Weaknesses:

Corbin – Strengths: Prototyping and Data Analysis; Weaknesses: Scaling Projects, Protocols;

Carlos – S: Front-end Design, C/C++ over Python, Traditional AI knowledge—Bayesian Networks, Markov Processes; Weaknesses: Little experience with back-end,

Nhan - Strengths: Programming; Weaknesses: Reading long documents

Jose – Strengths: Reading documents, Learning new skills, traditional AI, C-style coding, Java-style coding; Weaknesses: Back-end development, hard proofs

Adam – Strengths: Programming skills in C/C++, Adapting to new tools/languages, back-end development, experience with SQL databases. Weaknesses: Lack of machine learning knowledge, overly technical jargon.

Project Elements: Significant Specialized Domain Knowledge needed, Significant Back-end components, Significant data storage and data relationship needs, Significant algorithmic approaches needed, Significant Data analysis, Machine Learning

Is this more of a research project or a development project? Research

Technical Constraints: NA

Resources: Data Storage? Cloud Compute Units? Access to AWS?

#### Project Description:

Investigate the possibility of using traditional algorithms, or machine learning to determine if a player of a game is a bot or human, and the possibility of automating this process.