

## CSCE 475H Detailed Class Schedule (Tentative)

<b>FUNDAMENTAL TOPICS</b>		
<b>Dates</b>	<b>LECTURES</b>	<b>ASSIGNMENTS</b>
JAN 13, 15	Chapter 1: Distributed Constraint Satisfaction	
JAN 20, 22	Chapter 2: Distributed Optimization	Topic Summary
JAN 27, 29	Chapter 3: Noncooperative Game	
FEB 3, 5	Chapter 7: Learning and Teaching	Game Day 1
FEB 10, 17	REPAST, Chapter 9: Social Choice	Final Project
<b>FEB 12</b>	<b>Game Day 1: Learning Day</b>	
FEB 19, 24, 26	Chapter 10: Mechanism Design	Game Day 2
<b>MAR 3</b>	<b>Game Day 2: Voting Day</b>	
FEB 26, MAR 5	Chapter 11: Auction	Game Day 3
MAR 10	Agent-Based Modeling Talk	Seminar
MAR 12	Final Project Discussion	
MAR 17	<b>Maria Gini's Talk</b>	
MAR 19	Midterm Examination Review	
<b>MAR 22-29</b>	<b>Spring Break</b>	
<b>MAR 31</b>	<b>Midterm Examination</b>	
<b>APR 2</b>	<b>Game Day 3: Auction Day</b>	

<b>ADVANCED TOPICS</b>		
<b>DATES</b>	<b>LECTURES</b>	<b>ASSIGNMENTS</b>
APR 7, 9, 14, 21	Seminars	Game Day 4
<b>APR 16</b>	<b>Game Day 4: Reputation Day</b>	
<b>APR 23</b>	<b>Ed Durfee's Talk</b>	
<b>APR 28</b>	Negotiations, SWARMS, Robocup: Papers	
<b>APR 30</b>	<b>FINAL PROJECT DEMO</b>	