

**CSCE 475/875**  
**Detailed Class Schedule (Tentative)**

<b>FUNDAMENTAL TOPICS</b>		
<b>Dates</b>	<b>LECTURES</b>	<b>ASSIGNMENTS</b>
AUG 22, 24	MAS, Chapter 1: Distributed Constraint Satisfaction	
AUG 29, 31	Chapter 2: Distributed Optimization	
SEP 5, 7	Chapter 3: Noncooperative Game	
SEP 12, 14	Chapter 7: Learning and Teaching	Game Day 1
SEP 19	POJI, Final Project & REPAST	Final Project
<b>SEP 21</b>	<b>Game Day 1: Learning Day</b>	
SEP 26	Midterm 1 Examination Review	
<b>SEP 28</b>	<b>Midterm 1 Examination</b>	
OCT 3, 5	Chapter 9: Social Choice	Game Day 2
OCT 10	Chapter 10: Mechanism Design	Seminar
<b>OCT 12</b>	<b>Game Day 2: Voting Day</b>	
<b>OCT 17</b>	<b>Fall Break</b>	
OCT 19	Chapter 10: Mechanism Design, cont'd	
OCT 24, 26	Chapter 11: Auction	Game Day 3
<b>OCT 31</b>	<b>Game Day 3: Auction Day</b>	
NOV 2	Midterm 2 Examination Review	
<b>NOV 7</b>	<b>Midterm 2 Examination</b>	

<b>ADVANCED TOPICS</b>		
<b>DATES</b>	<b>LECTURES</b>	<b>ASSIGNMENTS</b>
NOV 9	Agent-Based Modeling: Migration	
NOV 14	Swarm Intelligence	
NOV 16, 21	Seminars	
<b>NOV 23</b>	<b>Thanksgiving Break</b>	
NOV 28, 30	Seminars	
<b>DEC 5, 7</b>	<b>FINAL PROJECT DEMOS</b>	