

# CMSC 858F: Algorithmic Game Theory

## Spring 2014

### Course Agenda

**Instructor:** Mohammad T. Hajiaghayi

January 15, 2014

## 1 Overview

This document details the administrative portion of the lecture from the first day of class. Particularly, this document describes the handouts provided, and the discussions about grading, homeworks (assignments), exam, paper presentation, project, and communication.

## 2 General Information

- Course Website: <http://www.cs.umd.edu/hajiagha/AGT10/AGT14.html>.
- Physical Location: CSI Building, Room# 2118
- Time: TuTh, from 2:00 PM to 3:15 PM.
- Office Hours: The hour after class (confirm it in the class though), or by appointment.

## 3 Reference Book

Though the following book can be used as the main reference for this course, everything covered in class will not be in this book, and vice-versa.

- Nisan, Noam et al. *Algorithmic Game Theory*. New York: Cambridge University Press, 2007.

The author provides a non-printable version of the book online that can be found [here](#).

We also cover some material from the following book.

- Leyton-Brown, *Essentials of Game Theory: A Concise, Multidisciplinary Introduction*. Morgan and Claypool Publishers, 2008.

## 4 Requirements

Grading for this course can be broken down into the following categories:

Three Homework Assignments:	15% (5% each)
Class Discussions:	10%
Exam:	30%
Presentation:	15%
Project:	30%

However a strong project can easily help other sections of your grade as a bonus.

## 5 Homework

Three homeworks are given during the semester and they are due two weeks after in the class.

## 6 Exam

The exam will be based on what is covered in class (See the exact date and time in the course webpage). If you learn what is covered in the class notes, assignments, and you understand the theory, you should be okay.

## 7 Paper and Project

You are to present a published paper specific to what we cover in this course. It is encouraged for the presented paper to be linked to the topic you are researching for your project, though this is not mandatory. Projects may be done in groups of two, three, or four (with three as the ideal size) though exceptions can be made. Please start working on the project early, and email haji-[gha@cs.umd.edu](mailto:haji-gha@cs.umd.edu), who will coordinate projects. The presentation itself should be an hour long: half the time should be spent presenting the topic, and the remaining half should be used to present your project. The project paper to be submitted should be 15 pages in length (in 11pt font and one inch margin all around): The first 5 pages should be a nice lecture notes of your paper presentation; and the remaining 10 pages should contain a general background about the topic you are researching and details of your new findings. A strong project can easily help other sections of your grade as well.

## 8 Communication

An email was sent out to everyone who registered for the course. The instructor's email address is: [haji-gha@cs.umd.edu](mailto:haji-gha@cs.umd.edu). Please add the following to the subject line when emailing the instructor:

- “cmsc858f” (all lowercase) for course related emails.
- “assignment” (all lowercase) for assignment related emails.
- “project” (all lowercase) for project related emails.
- “exam” (all lowercase) for exam related emails.

Also, feel free to send the instructor an email with any suggestions you have for the class with the subject line “suggestion”.