CSCE 631 — Summer 2026 Course Schedule

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TAMU Summer I 2026 · May 26 – June 29

Five-week session (TAMU Summer I 2026). Fully online, asynchronous format. Lectures are pre-recorded (∼1–1.25 hr each). Three new lectures in Week 5 bridge classical game theory to LLM-based autonomous agents.

1 Key Dates

Date	Event
May 25 (Mon)	Memorial Day — no classes
May 26 (Tue)	**First day of classes**
May 29 (Fri)	Last day to add/drop; census date
June 15 (Mon)	Last day to Q-drop / withdraw
June 19 (Fri)	Juneteenth — no classes
June 29 (Mon)	**Last day of classes**
June 30 (Tue)	**Final examinations**

2 Week 1: Foundations of Game Theory

May 26 (Tue) – May 30 (Fri) — short week (Memorial Day Monday)

#	Lecture	Duration
1	Intro to Game Theory, Games in Normal Form	49 min
2	Chess	36 min
3	Solution Concepts — Nash Equilibria, Maxmin	65 min
4	Solution Concepts — Maxmin, Correlated Equilibria, Dominated Strategies	51 min

Week 1 total: 4 videos, ∼3.4 hours.

Key Takeaways

Assignments: PA1 released (May 26). Project topics released.

3 Week 2: Computing Equilibria & Regret Minimization

June 2 (Mon) – June 6 (Fri)

#	Lecture	Duration
5	Computing Equilibria I	70 min
6	Computing Equilibria II	69 min
7	Regret Minimization I	65 min
8	Regret Minimization II	70 min
9	Regret Minimization III	67 min

Week 2 total: 5 videos, ∼5.7 hours.

Key Takeaways

Assignments: PA1 due (June 6). Project proposal due (June 6, 1 page). Week 2 is the heaviest video week (5.7 hr). The proposal is intentionally lightweight to balance the load.

4 Week 3: Extensive-Form Games & CFR

June 9 (Mon) – June 13 (Fri)

#	Lecture	Duration
10	Extensive-Form Games I	72 min
11	Extensive-Form Games II	72 min
12	Extensive-Form Games III	73 min
13	CFR (Counterfactual Regret Minimization)	71 min
14	MCTS and Sampling-based CFR	58 min

Week 3 total: 5 videos, ∼5.8 hours.

Key Takeaways

Assignments: PA2 released (June 15).

5 Week 4: Game Abstraction & Poker Case Studies

June 16 (Mon) – June 20 (Fri) — Juneteenth June 19 (Fri), no classes

#	Lecture	Duration
15	Game Abstraction I	66 min
16	Game Abstraction II	69 min
17	Poker Case Study: Libratus and Pluribus	69 min

Week 4 total: 3 videos, ∼3.4 hours.

Key Takeaways

Assignments: PA2 is now due **Monday June 29** after delayed release. Week 4's lighter load provides space for project work and starting PA2.

6 Week 5: Advanced Topics & Autonomous Agents

June 23 (Mon) – June 29 (Mon, last day of classes)

#	Lecture	Duration
18	Deep-CFR	59 min
5.1	**[NEW]** Agent Architectures — LLMs as Decision-Making Agents	∼45–50 min
5.2	**[NEW]** Multi-Agent Debate and Coordination	∼45–50 min
5.3	**[NEW]** Red-Teaming as a Two-Player Zero-Sum Game	∼45–50 min

Week 5 total: 1 existing + 3 new, ∼3.3–3.5 hours.

Key Takeaways

Assignments: Course project due (June 29, last day of classes). Code/notebook + 4-page report.

7 Summary

Week	Dates	Existing Videos	New Videos	Total Lecture Time
1	May 26–30	4	0	∼3.4 hr
2	Jun 2–6	5	0	∼5.7 hr
3	Jun 9–13	5	0	∼5.8 hr
4	Jun 16–20	3	0	∼3.4 hr
5	Jun 23–29	1	3	∼3.3–3.5 hr
All		**18**	**3**	**∼21.6–21.8 hr**

Average lecture viewing: ∼4.3 hours/week.

8 Assignments and Due Dates

Week	Date	Milestone
1	May 26	PA1 released; project topics released
2	June 6	**PA1 due**; project proposal due (1 page)
4	June 15	PA2 released
5	June 29	**PA2 due** (postponed after delayed release)
5	June 29	**Course project due** (code/notebook + 4-page report)

Two programming assignments and one course project. See the course project description for the curated topic list and rubric.

9 Grade Weights

Component	Weight
PA1 — Normal-form games	20%
PA2 — Multi-agent debate with LLM agents	30%
Course project (proposal 5% + final 45%)	50%

10 Notes

- The thematic arc runs from normal-form foundations → regret/computation → extensive-form/CFR → abstraction → modern deep methods + LLM agents.
- Week 4's lighter video load (∼3.4 hr) provides space for project work and starting PA2. PA2 is due Monday June 29 after delayed release.
- **Holidays:** Memorial Day (May 25) — Week 1 starts Tuesday. Juneteenth (June 19) — no classes Friday of Week 4.
- New lecture durations for 5.1, 5.2, and 5.3 are estimates; exact durations will be updated after recording.