

# Andrea Celli

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## Research interests

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**Fields:** Artificial intelligence, game theory.

**Specific:** Equilibrium computation, imperfect-information games, learning in games.

## Education

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<b>Politecnico di Milano</b> <i>PhD in Computer Science. Graduating in February 2020.</i>	<b>Milan</b> 2016–present
<b>Carnegie Mellon University</b> <i>Visiting Scholar, PA, USA</i>	<b>Pittsburgh</b> Jan 2018–May 2018
<b>Politecnico di Milano</b> <i>MSc in Computer Science and Engineering, Grade: 110 cum laude/110</i>	<b>Milan</b> 2014–2016
<b>Politecnico di Milano</b> <i>BSc in Computer Science and Engineering, Grade: 110 cum laude/110</i>	<b>Milan</b> 2011–2014

## Research Experience

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- Carnegie Mellon University, with Prof. Tuomas Sandholm Jan 2018–May 2018
  - Equilibrium computation and optimization
- Politecnico di Milano, with Prof. Nicola Gatti 2016–present
  - Equilibrium computation, optimization, learning in games

## Publications

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### Conference Papers.....

- [C1] **A. Celli**, A. Marchesi, T. Bianchi, N. Gatti, “Learning to correlate in multi-player general-sum sequential games,” in *NeurIPS*, 2019.
- [C2] **A. Celli**, S. Coniglio, N. Gatti, “Computing optimal ex ante correlated equilibria in two-player sequential games,” in *AAMAS*, 2019.
- [C3] G. Farina, **A. Celli**, N. Gatti, T. Sandholm, “Ex ante coordination and collusion in zero-sum multi-player extensive-form games,” in *NeurIPS*, 2018.
- [C4] **A. Celli** and N. Gatti, “Computational results for extensive-form adversarial team games,” in *AAAI*, 2018.
- [C5] **A. Celli**, A. Marchesi, N. Gatti, “On the complexity of nash equilibrium reoptimization,” in *UAI*, 2017.
- [C6] N. Basilico, **A. Celli**, G. De Nittis, N. Gatti, “Team-maxmin equilibrium: Efficiency bounds and algorithms,” in *AAAI*, 2017.
- [C7] N. Basilico, **A. Celli**, G. D. Nittis, N. Gatti, “Coordinating multiple defensive resources in patrolling games with alarm systems,” in *AAMAS*, 2017.

### Journal Papers.....

- [J1] **A. Celli** and A. Marchesi, “Learning dynamics in limited-control repeated games,” *Intelligenza Artificiale*, 2018.

- [J2] N. Basilico, **A. Celli**, G. D. Nittis, N. Gatti, "Computing the team-maxmin equilibrium in single-team single-adversary team games," *Intelligenza Artificiale*, 2017.

### Workshop Papers.....

- [W1] G. Farina, **A. Celli**, N. Gatti, T. Sandholm, "Ex ante coordination in team games," in *AAAI, Workshop on Reinforcement Learning in Games*, 2018.
- [W2] **A. Celli** and A. Marchesi, "Nash equilibrium reoptimization is hard," in *IJCAI, Algorithmic Game Theory Workshop*, 2017.

## Teaching

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- Economics and Computation (097676), Politecnico di Milano, TA 2018–2019
- Informatica A (061202), Politecnico di Milano, TA 2018–2019
- Economics and Computation (097688), Politecnico di Milano, TA 2017–2018

## Honors and Awards

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- Lesmo Award for the best Italian MSc Thesis in Artificial Intelligence 2017
- National Doctoral Scholarship 2016–2019  
Sponsored by the Ministry of Education, Universities and Research
- Recommender Systems Challenge, Politecnico di Milano 2015  
Final placement: 3rd/47

## Talks

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### Invited Talks.....

- Bayesian Persuasion in Voting Scenarios 2019  
At MAPLE'19 (Markets, Algorithms, Prediction and Learning) in Milan
- Adversarial Team Games 2017  
At the International Conference of the Italian Association for Artificial Intelligence

### Seminars.....

- Bayesian Persuasion 2017  
At Politecnico di Milano, Permanent Itinerant Game Theory Seminars (P.I.G.S.)
- Adversarial Team Games 2017  
At University of Milan-Bicocca, Permanent Itinerant Game Theory Seminars (P.I.G.S.)

## Service

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- Program committee: AAAI '18,'19,'20. Reviewing: AAMAS 2017, IJCAI 2017, IJCAI 2019

## Programming and Frameworks

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- Programming languages: Python, RUST, Java, C, R, Julia
- Optimization frameworks: AMPL
- Solvers: CPLEX, Gurobi, BARON

## Languages

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- Italian: mother tongue
- English: proficient user
  - IELTS Academic, Overall band score 8 (level C2) 2013