

Gabriele Farina

Curriculum Vitae — September 2024

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Employment

09/2023 – NOW



Assistant Professor at the [Massachusetts Institute of Technology](#) (MIT)

I am a tenure-track assistant professor in the [Electrical Engineering and Computer Science \(EECS\)](#) department and [LIDS](#), further affiliated with MIT's [Operations Research Center \(ORC\)](#). I hold the X-Window Consortium Career Development Chair.

08/2022 – 08/2023



Research Scientist at [Meta AI](#) (FAIR Labs).

I was a full-time research scientist at Meta's FAIR (Fundamental AI Research) Labs, working on computational game theory and multiagent learning. While at Meta AI, I worked (among other things) on [Cicero](#), a human-level AI agent combining strategic reasoning and natural language.

Education

08/2016 – 05/2023



Ph.D. in Computer Science at [Carnegie Mellon University](#).

▷ I was advised by [Tuomas Sandholm](#), and was part of the [Electronic Marketplaces Lab](#).

▷ I was supported by a [Facebook Research fellowship](#) (2020-2021).

▷ Doctoral dissertation: “*Game-Theoretic Decision Making in Imperfect-Information Games: Learning Dynamics, Equilibrium Computation, and Complexity*”. Committee: [Tuomas Sandholm](#) (Chair); [Vincent Conitzer](#) (CMU); [Geoffrey Gordon](#) (CMU); [J. Zico Kolter](#) (CMU); [Avrim Blum](#) (Toyota Technological Institute at Chicago); [Constantinos Daskalakis](#) (MIT).

09/2013 – 07/2016

B.Sc. in Automation and Control Engineering at [Politecnico di Milano](#).

Awards

- ACM SIGEcom Dissertation Award (2024)
- ACM Dissertation Award Honorable Mention (2024)
- CMU School of Computer Science Best Dissertation Award (2024)
- Runners Up Victor Lesser Dissertation Award (2024)
- ICLR Outstanding Paper Honorable Mention (2023)
- Facebook Fellowship (2020)
- NeurIPS Best Paper Award (2020)

Publications

1. B. H. Zhang, G. Farina, A. Celli, and T. Sandholm (2023). Optimal Correlated Equilibria in General-Sum Extensive-Form Games: Fixed-Parameter Algorithms, Hardness, and Two-Sided Column-Generation. In: *Mathematics of Operations Research (Math of OR, to appear)*.
2. G. Farina, C. Kroer and T. Sandholm (2024). Better Regularization for Sequential Decision Spaces: Fast Convergence Rates for Nash, Correlated, and Team Equilibria. In: *Operations Research (OR)*.
3. J. Cerny, C.-K. Ling, D. Chakrabarti, J. Zhang, G. Farina, C. Kroer, G. Iyengar (2024). Contested Logistics: A Game Theoretic Approach. In: *Conference on Game Theory and AI for Security (GameSec)*.
4. B. H. Zhang*, G. Farina*, I. Anagnostides, F. Cacciamani, S. M. McAleer, A. Haupt, A. Celli, N. Gatti, V. Conitzer, and T. Sandholm (2024). Steering No-Regret Learners to Optimal Equilibria. In: *ACM Conference on Economics and Computation*.
5. L. Carminati, B. H. Zhang, G. Farina, N. Gatti, T. Sandholm (2024). Hidden-Role Games: Equilibrium Concepts and Computation. In: *ACM Conference on Economics and Computation*.
6. A. P. Jacob, G. Farina, and J. Andreas (2024). Regularized Conventions: Equilibrium Computation as a Model of Pragmatic Reasoning. In: *North American Chapter of the Association for Computational Linguistics (NAACL)*. (Acceptance rate: 23%.)
7. A. P. Jacob, Y. Shen, G. Farina, and J. Andreas (2024). The Consensus Game: Language Model Generation via Equilibrium Search. In: *International Conference on Learning Representations (ICLR)*. (*Spotlight paper*, acceptance rate: 5%).
8. S. Sokota, G. Farina, D. J. Wu, H. Hu, K. A. Wang, J. Z. Kolter, and N. Brown (2024). The Update Equivalence Framework for Decision-Time Planning. In: *International Conference on Learning Representations (ICLR)*. (Acceptance rate: 31%)
9. B. H. Zhang, G. Farina, and T. Sandholm (2024). Mediator Interpretation and Faster Learning Algorithms for Linear Correlated Equilibria in General Sequential Games. In: *International Conference on Learning Representations (ICLR)*. (Acceptance rate: 31%)
10. I. Anagnostides, I. Panageas, G. Farina, and T. Sandholm (2023). Optimistic Policy Gradient in Multi-Player Markov Games with a Single Controller: Convergence Beyond the Minty Property. In: *Conference on Artificial Intelligence (AAAI)*. (Acceptance rate: 23.7%.)
11. D. Chakrabarti, G. Farina, and C. Kroer (2023). Efficient Online Learning on Polytopes with Linear Minimization Oracles. In: *Conference on Artificial Intelligence (AAAI)*. (Acceptance rate: 23.7%.)
12. G. Farina and C. Papis (2023). Polynomial-Time Linear-Swap Regret Minimization in Imperfect-Information Sequential Games. In: *Neural Information Processing Systems (NeurIPS)*. (Acceptance rate: 26.1%).
13. B. H. Zhang*, G. Farina*, I. Anagnostides, F. Cacciamani, S. M. McAleer, A. Haupt, A. Celli, N. Gatti, V. Conitzer, and T. Sandholm (2023). Computing Optimal Equilibria and Mechanisms via Learning in Zero-Sum Extensive-Form Games. In: *Neural Information Processing Systems (NeurIPS)*. (Acceptance rate: 26.1%).
14. S. M. McAleer, G. Farina, G. Zhou, M. Wang, Y. Yang, T. Sandholm (2023). Team-PSRO for Learning Approximate TMECor in Large Team Games via Cooperative Reinforcement Learning. In: *Neural Information Processing Systems (NeurIPS)*. (Acceptance rate: 26.1%).

15. I. Anagnostides, I. Panageas, G. Farina, and T. Sandholm (2023). On the Convergence of No-Regret Learning Dynamics in Time-Varying Games. In: *Neural Information Processing Systems (NeurIPS)*. (Acceptance rate: 26.1%).
16. G. Farina, J. Grand-Clément, C. Kroer, C.-W. Lee, and H. Luo (2023). Regret Matching+: (In)Stability and Fast Convergence in Games. In: *Neural Information Processing Systems (NeurIPS)*. (Acceptance rate: 26.1%). *Spotlight Paper*.
17. B. H. Zhang, G. Farina, and T. Sandholm (2023). Team Belief DAG: Generalizing the Sequence Form to Team Games for Fast Computation of Correlated Team Max-Min Equilibria via Regret Minimization. In: *International Conference on Machine Learning (ICML)*. (Acceptance rate: 27.9%).
18. I. Anagnostides, G. Farina, and T. Sandholm (2023). Near-Optimal Φ -Regret Learning in Extensive-Form Games. In: *International Conference on Machine Learning (ICML)*. (Acceptance rate: 27.9%).
19. A. Bakhtin*, D. J. Wu*, A. Lerer*, J. Gray*, A. P. Jacob*, G. Farina*, A. H. Miller, and N. Brown (2023). Mastering the Game of No-Press Diplomacy via Human-Regularized Reinforcement Learning and Planning. In: *International Conference on Learning Representations (ICLR)*. *Outstanding Paper Honorable Mention, and selected as "Notable-top-5%"*.
20. K. Harris, I. Anagnostides, G. Farina, M. Khodak, S. Wu, and T. Sandholm (2023). Meta-Learning in Games. In: *International Conference on Learning Representations (ICLR)*. (Acceptance rate: 31.8%).
21. S. M. McAleer, G. Farina, M. Lanctot, and T. Sandholm (2023). ESCHER: Eschewing Importance Sampling in Games by Computing a History Value Function to Estimate Regret. In: *International Conference on Learning Representations (ICLR)*. (Acceptance rate: 31.8%).
22. FAIR Diplomacy Team (2022). Human-level play in the game of Diplomacy by combining language models with strategic reasoning. In: *Science*.
23. G. Farina, A. Celli, A. Marchesi and N. Gatti (2022). Simple Uncoupled No-Regret Learning Dynamics for Extensive-Form Correlated Equilibrium. In: *Journal of the ACM (JACM)*.
24. G. Farina*, I. Anagnostides*, H. Luo, C.-W. Lee, C. Kroer, T. Sandholm (2022). Near-Optimal No-Regret Learning Dynamics for General Convex Games. In: *Neural Information Processing Systems (NeurIPS)*. (Acceptance rate: 25.6%).
25. I. Anagnostides, G. Farina, I. Panageas, T. Sandholm (2022). Optimistic Mirror Descent Either Converges to Nash or to Strong Coarse Correlated Equilibria in Bimatrix Games. In: *Neural Information Processing Systems (NeurIPS)*. (Acceptance rate: 25.6%).
26. I. Anagnostides, G. Farina, C. Kroer, C.-W. Lee, H. Luo, T. Sandholm (2022). Uncoupled Learning Dynamics with $O(\log T)$ Swap Regret in Multiplayer Games. In: *Neural Information Processing Systems (NeurIPS)*. (*Oral presentation*, acceptance rate: <5%.)
27. B. H. Zhang, L. Carminati, F. Cacciamani, G. Farina, P. Olivieri, N. Gatti, T. Sandholm (2022). Subgame Solving in Adversarial Team Games. In: *Neural Information Processing Systems (NeurIPS)*. (Acceptance rate: 25.6%).
28. G. Farina, C.-W. Lee, H. Luo, C. Kroer (2022). Kernelized Multiplicative Weights for 0/1-Polyhedral Games: Bridging the Gap Between Learning in Extensive-Form and Normal-Form Games. In: *International Conference on Machine Learning (ICML)*. (Acceptance rate: 21.9%).
29. A. Jacob*, D. Wu*, G. Farina*, A. Lerer, H. Hu, A. Bakhtin, J. Andreas, N. Brown (2022). Modeling Strong and Human-Like Gameplay with KL-Regularized Search. In: *International Conference on Machine Learning (ICML)*. (Acceptance rate: 21.9%).

30. I. Anagnostides, I. Panageas, G. Farina, T. Sandholm (2022). On Last-Iterate Convergence Beyond Zero-Sum Games. In: *International Conference on Machine Learning (ICML)*. (Acceptance rate: 21.9%.)
31. B. Zhang, G. Farina, A. Celli, T. Sandholm (2022). Optimal Correlated Equilibria in General-Sum Extensive-Form Games: Fixed-Parameter Algorithms, Hardness, and Two-Sided Column-Generation. In: *Economics and Computation (EC)*. (Acceptance rate: 27.3%.)
32. I. Anagnostides*, G. Farina*, C. Kroer, A. Celli, T. Sandholm (2022). Faster No-Regret Learning Dynamics for Extensive-Form Correlated and Coarse Correlated Equilibrium. In: *Economics and Computation (EC)*. (Acceptance rate: 27.3%.)
33. I. Anagnostides, C. Daskalakis, G. Farina, M. Fishelson, N. Golowich, T. Sandholm (2022). Near-Optimal No-Regret Learning for Correlated Equilibria in Multi-Player General-Sum Games. In: *ACM Symposium on Theory of Computing (STOC)*. (Acceptance rate: 29%.)
34. G. Farina and T. Sandholm (2022). Fast Payoff Matrix Sparsification Techniques for Structured Extensive-Form Games. In: *Conference on Artificial Intelligence (AAAI)*. (Acceptance rate: 15%.)
35. G. Farina and T. Sandholm (2021). Equilibrium Refinement for the Age of Machines vs Humans: The One-Sided Quasi-Perfect Equilibrium. In: *Neural Information Processing Systems (NeurIPS)*. (Acceptance rate: 26.0%.)
36. R. Schmucker, G. Farina, J. Faeder, F. Fröhlich, A. S. Saglam and T. Sandholm (2022). Combination Treatment Optimization Using a Pan-Cancer Pathway Model. In: *PLoS Computational Biology journal*.
37. G. Farina, C. Kroer and T. Sandholm (2021). Better Regularization for Sequential Decision Spaces: Fast Convergence Rates for Nash, Correlated, and Team Equilibria. In: *Economics and Computation (EC)*. (Acceptance rate: 25.8%.)
38. G. Farina, A. Celli, N. Gatti and T. Sandholm (2021). Connecting Optimal Ex-Ante Collusion in Teams to Extensive-Form Correlation: Faster Algorithms and Positive Complexity Results. In: *International Conference on Machine Learning (ICML)*. (Acceptance rate: 21.5%.)
39. G. Farina and T. Sandholm (2021). Model-Free Online Learning in Unknown Sequential Decision Making Problems and Games. In: *Conference on Artificial Intelligence (AAAI)*. (Acceptance rate: 21%.)
40. G. Farina, C. Kroer and T. Sandholm (2021). Faster Game Solving via Predictive Blackwell Approachability: Connecting Regret Matching and Mirror Descent. In: *Conference on Artificial Intelligence (AAAI)*. (Acceptance rate: 21%.)
41. G. Farina, R. Schmucker and T. Sandholm (2021). Bandit Linear Optimization for Sequential Decision Making and Extensive-Form Games. In: *Conference on Artificial Intelligence (AAAI)*. (Acceptance rate: 21%.)
42. G. Farina and T. Sandholm (2020). Polynomial-Time Computation of Optimal Correlated Equilibria in Two-Player Extensive-Form Games with Public Chance Moves and Beyond. In: *Neural Information Processing Systems (NeurIPS)*. (Acceptance rate: 20.0%.)
43. A. Celli*, A. Marchesi*, G. Farina* and N. Gatti (2020). No-Regret Learning Dynamics for Extensive-Form Correlated Equilibrium. In: *Neural Information Processing Systems (NeurIPS)*. *Best paper award* (Oral paper, acceptance rate: 1.1%.)
44. G. Farina, C. Kroer and T. Sandholm (2020). Stochastic Regret Minimization in Extensive-Form Games. In: *International Conference on Machine Learning (ICML)*. (Acceptance rate 21.8%.)

45. G. Farina, T. Bianchi and T. Sandholm (2020). Coarse Correlation in Extensive-Form Games. In: *Conference on Artificial Intelligence (AAAI)*. (Acceptance rate 20.6%.)
46. G. Farina, C. K. Ling, F. Fang and T. Sandholm (2019). Efficient Regret Minimization Algorithm for Extensive-Form Correlated Equilibrium. In: *Neural Information Processing Systems (NeurIPS)*. (*Spotlight paper*, acceptance rate 2.5%.)
47. G. Farina, C. K. Ling, F. Fang and T. Sandholm (2019). Correlation in Extensive-Form Games: Saddle-Point Formulation and Benchmarks. In: *Neural Information Processing Systems (NeurIPS)*. (Acceptance rate 21%.)
48. G. Farina, C. Kroer and T. Sandholm (2019). Optimistic Regret Minimization for Extensive-Form Games via Dilated Distance-Generating Functions. In: *Neural Information Processing Systems (NeurIPS)*. (Acceptance rate 21%.)
49. G. Farina, C. Kroer and T. Sandholm (2019). Regret Circuits: Composability of Regret Minimizers. In: *International Conference on Machine Learning (ICML)*. (*Long presentation*. Acceptance rate: 4.0%.)
50. G. Farina, C. Kroer, N. Brown and T. Sandholm (2019). Stable-Predictive Optimistic Counterfactual Regret Minimization. In: *International Conference on Machine Learning (ICML)*. (Acceptance rate: 22.6%.)
51. G. Farina, C. Kroer and T. Sandholm (2019). Online Convex Optimization for Sequential Decision Processes and Extensive-Form Games. In: *Conference on Artificial Intelligence (AAAI)*. (Acceptance rate 16.2%.)
52. A. Marchesi, G. Farina, C. Kroer, N. Gatti and T. Sandholm (2019). Quasi-Perfect Stackelberg Equilibrium. In: *Conference on Artificial Intelligence (AAAI)*. (Acceptance rate 16.2%.)
53. G. Farina, N. Gatti and T. Sandholm (2018). Practical Exact Algorithm for Trembling-Hand Equilibrium Refinements in Games. In: *Neural Information Processing Systems (NeurIPS)*. (Acceptance rate 21%.)
54. G. Farina*, A. Celli*, N. Gatti and T. Sandholm (2018). Ex ante correlation and collusion in zero-sum multi-player extensive-form games. In: *Neural Information Processing Systems (NeurIPS)*. (Acceptance rate 21%.)
55. C. Kroer, G. Farina and T. Sandholm (2018). Solving Large Sequential Games with the Excessive Gap Technique. In: *Neural Information Processing Systems (NeurIPS)*. (*Spotlight paper*, acceptance rate 3.5%.)
56. G. Farina, A. Marchesi, C. Kroer, N. Gatti and T. Sandholm (2018). Trembling-Hand Perfection in Extensive-Form Games with Commitment. In: *International Joint Conference on Artificial Intelligence (IJCAI)*. (Acceptance rate 20%.)
57. C. Kroer, G. Farina, and T. Sandholm (2018). Robust Stackelberg Equilibria in Extensive-Form Games and Extension to Limited Lookahead. In: *Conference on Artificial Intelligence (AAAI)*. (Acceptance rate 25%.)
58. G. Farina, C. Kroer and T. Sandholm (2017). Regret Minimization in Behaviorally-Constrained Zero-Sum Games. In: *International Conference on Machine Learning (ICML)*. (Acceptance rate 25%.)
59. C. Kroer, G. Farina and T. Sandholm (2017). Smoothing Method for Approximate Extensive-Form Perfect Equilibrium. In: *International Joint Conference on Artificial Intelligence (IJCAI)*. (Acceptance rate 26%.)

60. G. Farina and N. Gatti (2017). Extensive-Form Perfect Equilibrium Computation in Two-Player Games. In: *Conference on Artificial Intelligence (AAAI)*. (Acceptance rate 25%)
61. G. Farina and N. Gatti (2016). Ad Auctions and Cascade Model: GSP Inefficiency and Algorithms. In: *Conference on Artificial Intelligence (AAAI)*. (Acceptance rate 26%.)
62. G. Farina, J.P. Dickerson and T. Sandholm (2017). Operation Frames and Clubs in Kidney Exchange. In: *International Joint Conference on Artificial Intelligence (IJCAI)*. (Acceptance rate 26%.)
63. T. Sandholm, G. Farina, J.P. Dickerson, R. Leishman, D. Stewart, R. Formica, C. Thiessen and S. Kulkarni (2017). A Novel KPD Mechanism to Increase Transplants When Some Candidates Have Multiple Willing Donors. In: *American Transplantation Congress (ATC)*.
64. R. Silva*, G. Farina*, F. S. Melo, M. Veloso (2019). A theoretical and algorithmic analysis of configurable MDPs. In: *International Conference on Automated Planning and Scheduling (ICAPS)*.
65. M. Cairo, G. Farina and R. Rizzi (2016). Decoding Hidden Markov Models faster than Viterbi via online matrix-vector (max, +)-multiplication. In: *Conference on Artificial Intelligence (AAAI)*. (Acceptance rate 26%.)
66. G. Farina and N. Gatti (2017). Adopting the cascade model in ad auctions: efficiency bounds and truthful algorithmic mechanisms. In: *Journal of Artificial Intelligence Research (JAIR)*.

Refereed workshop papers

67. A. P. Jacob, G. Farina, and J. Andreas. Regularized Conventions: Equilibrium Computation as a Model of Pragmatic Reasoning. In: *2024 Meeting of the Society for Computation in Linguistics*.
68. A. P. Jacob, Y. Shen, G. Farina, and J. Andreas (2023). The Consensus Game: Language Model Generation via Equilibrium Search. In: *R0-FoMo: Robustness of Few-shot and Zero-shot Learning in Large Foundation Models*. *Best Paper Award and oral presentation*.
69. D. Chakrabarti, G. Farina, and C. Kroer (2023). Efficient Learning in Polyhedral Games via Best Response Oracles. In: *NeurIPS 2023 Workshop on Optimization for Machine Learning (OPT 2023)*.
70. G. Farina, C. Kroer, C.-W. Lee, H. Luo (2022). Clairvoyant Regret Minimization: Equivalence with Nemirovski’s Conceptual Prox Method and Extension to General Convex Games. In: *NeurIPS 2022 Workshop on Optimization for Machine Learning (OPT 2022)*.
71. S. M. McAleer, G. Farina, M. Lanctot, and T. Sandholm (2023). ESCHER: Eschewing Importance Sampling in Games by Computing a History Value Function to Estimate Regret. In: *NeurIPS 2022 Deep RL Workshop*. *Spotlight paper*.
72. B. Zhang, G. Farina, T. Sandholm (2022). Team Belief DAG Form: A Concise Representation for Team-Correlated Game-Theoretic Decision Making. In: *ICLR 2022 Workshop on Gamification and Multiagent Solutions*.
73. B. Zhang, G. Farina, A. Celli, T. Sandholm (2022). Optimal Correlated Equilibria in General-Sum Extensive-Form Games: Fixed-Parameter Algorithms, Hardness, and Two-Sided Column-Generation. In: *ICLR 2022 Workshop on Gamification and Multiagent Solutions*.
74. A. Jacob*, D. Wu*, G. Farina*, A. Lerer, H. Hu, A. Bakhtin, J. Andreas, N. Brown (2022). Modeling Strong and Human-Like Gameplay with KL-Regularized Search. In: *ICLR 2022 Workshop on Gamification and Multiagent Solutions*. *Oral Presentation*
75. I. Anagnostides, G. Farina, C. Kroer, T. Sandholm (2022). Faster No-Regret Learning Dynamics for Extensive-Form Correlated Equilibrium. In: *AAAI-22 Workshop on Reinforcement Learning in Games (AAAI22-RLG)*.

76. G. Farina and T. Sandholm (2022). Fast Payoff Matrix Sparsification Techniques for Structured Extensive-Form Games. In: *AAAI-22 Workshop on Reinforcement Learning in Games (AAAI22-RLG)*.
77. G. Farina, A. Celli, N. Gatti and T. Sandholm (2022). Connecting Optimal Ex-Ante Collusion in Teams to Extensive-Form Correlation: Faster Algorithms and Positive Complexity Results. In: *AAAI-22 Workshop on Reinforcement Learning in Games (AAAI22-RLG)*.
78. G. Farina and A. Celli and N. Gatti and T. Sandholm (2021). Faster Algorithms for Optimal Ex-Ante Coordinated Collusive Strategies in Extensive-Form Zero-Sum Games. In: *AAAI-21 Workshop on Reinforcement Learning in Games (AAAI21-RLG)*.
79. G. Farina and T. Sandholm (2021). Model-Free Online Learning in Unknown Sequential Decision Making Problems and Games. In: *AAAI-21 Workshop on Reinforcement Learning in Games (AAAI21-RLG)*.
80. G. Farina, C. Kroer and T. Sandholm (2021). Faster Game Solving via Predictive Blackwell Approachability: Connecting Regret Matching and Mirror Descent. In: *AAAI-21 Workshop on Reinforcement Learning in Games (AAAI21-RLG)*.
81. G. Farina, R. Schmucker and T. Sandholm (2021). Bandit Linear Optimization for Sequential Decision Making and Extensive-Form Games. In: *AAAI-21 Workshop on Reinforcement Learning in Games (AAAI21-RLG)*.
82. G. Farina and T. Sandholm (2020). Polynomial-Time Computation of Optimal Correlated Equilibria in Two-Player Extensive-Form Games with Public Chance Moves and Beyond. In: *AAAI-21 Workshop on Reinforcement Learning in Games (AAAI21-RLG)*.
83. A. Celli, A. Marchesi, G. Farina and N. Gatti (2020). No-Regret Learning Dynamics for Extensive-Form Correlated Equilibrium. In: *AAAI-21 Workshop on Reinforcement Learning in Games (AAAI21-RLG)*.
84. G. Farina and A. Celli and N. Gatti and T. Sandholm (2020). Faster Algorithms for Optimal Ex-Ante Coordinated Collusive Strategies in Extensive-Form Zero-Sum Games. In: *Cooperative AI workshop at NeurIPS 2020 (CoopAI)*.
85. G. Farina and T. Sandholm (2020). Polynomial-Time Computation of Optimal Correlated Equilibria in Two-Player Extensive-Form Games with Public Chance Moves and Beyond. In: *Cooperative AI workshop at NeurIPS 2020 (CoopAI)*.
86. A. Celli, A. Marchesi, G. Farina and N. Gatti (2020). No-Regret Learning Dynamics for Extensive-Form Correlated Equilibrium. In: *Cooperative AI workshop at NeurIPS 2020 (CoopAI)*.
87. G. Farina, R. Schmucker and T. Sandholm (2020). Counterfactual-Free Regret Minimization for Sequential Decision Making and Extensive-Form Games. In: *AAAI-20 Workshop on Reinforcement Learning in Games (AAAI20-RLG)*.
88. G. Farina, C. Kroer and T. Sandholm (2020). Composability of Regret Minimizers. In: *AAAI-20 Workshop on Reinforcement Learning in Games (AAAI20-RLG)*.
89. G. Farina, C. Kroer, N. Brown and T. Sandholm (2020). Stable-Predictive Optimistic Counterfactual Regret Minimization. In: *AAAI-20 Workshop on Reinforcement Learning in Games (AAAI20-RLG)*.
90. G. Farina, C. Kroer and T. Sandholm (2020). Optimistic Regret Minimization for Extensive-Form Games via Dilated Distance-Generating Functions. In: *AAAI-20 Workshop on Reinforcement Learning in Games (AAAI20-RLG)*.

91. G. Farina, C. K. Ling, F. Fang and T. Sandholm (2020). Efficient Regret Minimization Algorithm for Extensive-Form Correlated Equilibrium. In: *AAAI-20 Workshop on Reinforcement Learning in Games (AAAI20-RLG)*.
92. G. Farina, C. K. Ling, F. Fang and T. Sandholm (2020). Correlation in Extensive-Form Games: Saddle-Point Formulation and Benchmarks. In: *AAAI-20 Workshop on Reinforcement Learning in Games (AAAI20-RLG)*.
93. G. Farina, C. Kroer and T. Sandholm (2019). Compositional Calculus of Regret Minimizers. In: *Smooth Games Optimization and Machine Learning Workshop at NeurIPS'19 (SGOML'19)*.
94. G. Farina, C. K. Ling, F. Fang and T. Sandholm (2019). Power of Correlation in Extensive-Form Games. In: *International Workshop on Strategic Reasoning at IJCAI 2019 (SR 2019)*.
95. G. Farina, C. Kroer and T. Sandholm (2019). Optimistic Regret Minimization for Extensive-Form Games via Dilated Distance-Generating Functions. In: *International Workshop on Strategic Reasoning at IJCAI 2019 (SR 2019)*.
96. G. Farina, A. Marchesi, C. Kroer, N. Gatti and T. Sandholm (2019). Trembling-Hand Perfection in Stackelberg Sequential Games. In: *Games, Agents and Incentives Workshop at AAMAS 2019 (GAIW 2019)*.
97. A. Marchesi, G. Farina, C. Kroer, N. Gatti and T. Sandholm (2019). Computing a Quasi-Perfect Stackelberg Equilibrium. In: *Games, Agents and Incentives Workshop at AAMAS 2019 (GAIW 2019)*.
98. G. Farina*, A. Celli*, N. Gatti and T. Sandholm (2019). Ex ante coordination in team games. In: *AAAI-19 Workshop on Reinforcement Learning in Games (AAAI19-RLG)*.
99. C. Kroer, G. Farina and T. Sandholm (2019). Solving Large Sequential Games with the Excessive Gap Technique. In: *AAAI-19 Workshop on Reinforcement Learning in Games (AAAI19-RLG)*.
100. G. Farina, C. Kroer and T. Sandholm (2019). Composability of Regret Minimizers. In: *AAAI-19 Workshop on Reinforcement Learning in Games (AAAI19-RLG)*.
101. A. Marchesi, G. Farina, C. Kroer, N. Gatti and T. Sandholm (2019). Quasi-Perfect Stackelberg Equilibrium. In: *AAAI-19 Workshop on Reinforcement Learning in Games (AAAI19-RLG)*.
102. G. Farina, C. Kroer and T. Sandholm (2019). Online Convex Optimization for Sequential Decision Processes and Extensive-Form Games. In: *AAAI-19 Workshop on Reinforcement Learning in Games (AAAI19-RLG)*.
103. G. Farina, N. Gatti and T. Sandholm (2019). Practical Exact Algorithm for Trembling-Hand Equilibrium Refinements in Games. In: *AAAI-19 Workshop on Reinforcement Learning in Games (AAAI19-RLG)*.
104. C. Kroer, G. Farina and T. Sandholm (2019). Solving Large Sequential Games with the Excessive Gap Technique. In: *Smooth Games Optimization and Machine Learning workshop at NeurIPS'18 (SGOML'18)*.
105. G. Farina, N. Gatti and T. Sandholm (2018). Practical Exact Algorithm for Trembling-Hand Equilibrium Refinements in Games. In: *AAMAS-IJCAI Workshop on Agents and Incentives in Artificial Intelligence (AI3)*.
106. G. Farina, C. Kroer and T. Sandholm (2017). Regret Minimization in Behaviorally-Constrained Zero-Sum Games. In: *Algorithmic Game Theory workshop at IJCAI (AGT@IJCAI)*.

107. G. Farina, J.P. Dickerson and T. Sandholm (2017). Multiple Willing Donors and Organ Clubs in Kidney Exchange. In: *Algorithmic Game Theory workshop at IJCAI (AGT@IJCAI)*.
108. G. Farina, J.P. Dickerson and T. Sandholm (2017). Inter-Club Kidney Exchange. In: *Workshop on AI and OR for Social Good (AIORSocGood) at AAAI-17*.
109. G. Farina and L. Laura (2015). Dynamic subtrees queries revisited: the Depth First Tour Tree. In: *International Workshop on Combinatorial Algorithms (IWOCA)*. (Acceptance rate: 33%.)
110. G. Farina (2015). A linear time algorithm to compute the impact of all the articulation points. In: *Young Researcher Workshop on Automata, Languages and Programming (ICALP-YR)*.

Teaching

- MIT 6.S890, Topics in Multiagent Learning (Fall 2024, Fall 2023).
- MIT 6.7220, Nonlinear Optimization (Spring 2024).
- I co-designed and co-taught a new graduate course *6-S890 Topics in Multiagent Learning* in the EECS department at MIT (Fall 2023). Course webpage: <http://www.mit.edu/~gfarina/6S890/>.
- I co-designed and co-taught a new graduate course *15-888 Computational Game Solving* in the computer science department at CMU (Fall 2021). Course webpage: <http://cs.cmu.edu/~sandholm/cs15-888F21>.
- I was a Teaching Assistant (TA) for the course *10-725 Convex Optimization* in the machine learning department at CMU (Fall 2020). Instructor: [Yuanzhi Li](#).

Invited talks

(excludes contributed paper presentations at conferences)

- Invited talk at INFORMS (Seattle, October 2024).
- Invited talk at EC Conference, Awards session (Yale, July 2024).
- Invited talk at Archimedes (Athens, July 2024).
- Invited talk at MIT IDSS Seminar (May 2023).
- Invited talk at MIT Theory Seminar (April 2023).
- Invited talk at INFORMS 2023 (October 2023).
- Invited talk at 2023 Alpine Game Theory Symposium (June 2023)
- Invited talk at ALGA 2023 workshop (June 2023, Survey talk)
- Invited talk at IMS Workshop on Learning in Games (April 2023, Survey talk)
- Invited talk at the Simons Institute Spring 2022 Workshop on Structure of Constraints in Sequential Decision-Making.
- Invited talk at the Simons Institute Spring 2022 Workshop on Multi-Agent Reinforcement Learning and Bandit Learning.
- Invited talk at Bocconi university (December 2021).
- Invited talk at the AI Seminar at the University of Southern California (December 2021).
- Invited talk at the Economics and Computation conference, Highlights Beyond EC (July 2021). “No-Regret Learning Dynamics for Extensive-Form Correlated Equilibrium”.

- Invited talk at the Sister Conference Best Paper (SCBP) Track at IJCAI 2021 (July 2021).
- Deepmind (Nov. 2020). “*Speeding up equilibrium computation in sequential games: from predictive convergence to Nash equilibrium, to optimal team coordination*”.
- Invited talk in Jiantao Jiao’s lab at UC Berkeley (Oct. 2020). “*Faster algorithms for equilibrium finding in sequential games*”.

Contributions to community

- Thesis committee member: Athul Paul Jacob (MIT 2024), Kai Jia (MIT 2024), Sarath Pattathil (MIT 2023), Martino Bernasconi (Polytechnic University of Milan, 2023).
- Co-chair of “Learning and Games” session in the Committee’s Choice cluster of the INFORMS 2023 Annual Meeting
- Area chair: ICLR (2024), ICML (2024)
- Program committee member: NeurIPS (2023, 2022, 2021, 2020), ICML (2023, 2022, 2021), AAAI (2024, 2023, 2022, 2021, 2020), ICLR (2022, 2023).
- Journal peer review: Management Science (2023), Math. of OR (2023, 2022), INFORMS Journal of Computing (2023), JMLR (2021).
- Grant peer review: Czech Science Foundation (2020).
- Conference peer review: ICLR (2023, 2022, 2021), WINE (2021), NeurIPS (2023, 2022, 2021, 2020), ICML (2023, 2022, 2021), EC (2023, 2022, 2021, 2020, 2019), COLT (2020), IJCAI (2019), AAAI (2024, 2023, 2022, 2021, 2020, 2019), AAMAS (2023), JAIR (2021, 2019), SODA (2023, 2022).
- I was named “top 10% reviewer” at NeurIPS 2020.
- I contributed to OpenSpiel, a game theory library developed by DeepMind, implementation for two benchmark games used to validate algorithms for extensive-form correlated equilibria.
- I contributed a patch to fix a glitch in the pivot column selection routine of the rational simplex implementation of Glpk, a prominent open-source linear programming library.

Internships

2017, 2018



Senior Enterprise Software and Optimization Engineer at Optimized Markets, Inc. I was responsible of designing, implementing, and validating an optimization-based algorithm to re-express the delivery of guaranteed and non-guaranteed advertising campaigns for a whole month of operation of a major client. The study was a success, with our devised parallel optimization-based allocator producing several hundreds million dollars in predicted yearly revenue surplus compared to the *status quo*.

2015

Google

Site Reliability Engineer (SRE) intern at the Google London office. During this 4-month internship, I built a fine-grained pipeline debugging tool for the **Mill-Wheel** stream processing framework. I deeply enjoyed my project, and the challenges it presented, given the huge scale at which the stream computations run.

2013 – 2016

IOI team coach

I was one of the official trainers for the Italian International Olympiads in Informatics (IOI) team. I have taught several lectures on different topics in Algorithms and Data Structures. I also contributed to the preparation of the Italian national Olympiads in Informatics as part of the scientific committee from 2013 to 2015.

2013

IBM

I took part in a 2-week work experience at IBM's Research Laboratories in Hursley, UK, sponsored by the Bank of Italy for my performance in the Italian national Olympiads in Informatics. The task of our team was to design and implement a set of APIs aimed to integrate two internal products while respecting strong industry policies at all stages.

Competitions

Participation in *international* competitions

2016

Our team was invited to the final round of **CH24** 2016, in Hungary.

2015

Our team was invited to the final round of **MARATHON24** 2015, in Poland.

2014

Member of one of the 30 finalist team in the final international round of **MARATHON24** 2014, in Gdynia, Poland. Our team reached the 13th place.

2013 Ch24

Member of one of the 30 finalist teams in the International **CH24** competition, Budapest, Hungary.

2013 IOI

International Olympiad in Informatics (IOI) held in Brisbane, Australia.

2012 IOI

International Olympiad in Informatics (IOI) held in Sirmione, Italy.

Participation in *national* competitions

2013

Italian national Olympiad in Mathematics, gold medal.

2012

Italian national Olympiad in Informatics, 4th place and gold medal.

2012, 2013

Italian national Team Olympiad in Mathematics, first place and gold medal.

2011, 2012

Italian national Olympiad in Mathematics, bronze and silver medal respectively.

2011

Italian national Olympiad in Operations Research, first place.

2010, 2011

Italian national Olympiad in Informatics, bronze and silver medal respectively.