

GIUSEPPE PERELLI

Research Associate

Sapienza University of Rome

CURRENT POSITIONS AND QUALIFICATIONS

Research Associate <i>Sapienza University of Rome</i>	<i>Department of Computer, Control, and Management Engineering</i>	01/01/2020 – Present
National Scientific Qualification <i>Associate Professorship</i>		23/11/2020 – 23/11/2029 <i>Field: Computer Science – INF/01</i>

FORMER POSITIONS

Postdoc Researcher <i>University of Göteborg</i>	<i>Department of Computer Science and Engineering</i>	01/06/2019 – 31/12/2019
Research Associate <i>University of Leicester</i>		01/07/2018 – 31/05/2019 <i>Department of Informatics</i>
Research Assistant <i>University of Oxford</i>		15/04/2015 – 31/05/2018 <i>Department of Computer Science</i>
Visiting Research Scholar <i>Rice University</i>	<i>Host Prof. Moshe Vardi – Department of Computer Science</i>	22/08/2013 – 31/03/2014

PROJECTS PARTICIPATION

WhiteMech: White-Box Self-Programming Mechanisms <i>ERC Advanced Grant (Agreement n. 834228)</i>		01/01/2020 – Present <i>P.I.: Prof. Giuseppe De Giacomo</i>
dSynMA: Distributed Synthesis from Single to Multiple Agents <i>ERC Consolidator Grant (Agreement n. 772459)</i>		02/07/2018 – 31/12/2019 <i>P.I.: Prof. Nir Piterman</i>
RACE: Reasoning About Computational Economies <i>ERC Advanced Grant (Agreement n. 291528)</i>		15/04/2015 – 31/05/2018 <i>P.I.: Prof. Michael Wooldridge</i>
ExCAPE: Computer Augmented Program Engineering <i>US National Science Foundation</i>		22/08/2013 – 31/03/2014 <i>P.I.: Prof. Moshe Vardi</i>

EDUCATION

Ph.D. in Computer Science

University of Naples

Thesis title: Logics for Multi-Agent Systems Verification.

Defense date: 21/05/2015

01/03/2012 – 28/02/2015

Department of Mathematics “R. Caccioppoli”

Supervisor: **Prof. Aniello Murano.**

MS in Mathematics

University of Naples

Final mark: 110/110 cum laude

27/10/2011

Department of Mathematics “R. Caccioppoli”

Final dissertation’s Supervisor: **Prof. Aniello Murano.**

BS in Mathematics

University of Naples

Final Mark: 107/110

17/12/2008

Department of Mathematics “R. Caccioppoli”

Final dissertation’s Supervisor: **Prof. Francesca Visentin.**

AWARDS, SCHOLARSHIPS, AND FELLOWSHIPS

AILA Award

Best MS Theses in Logics of 2012

Ph.D. Scholarship

First place in the final rank selection

25/05/2012

Italian Association of Logics for Applications

06/02/2012

University of Naples

AFFILIATIONS

AILA

Member

GNCS

Member

01/01/2013 – Present

Italian Association for Logic and its Applications

01/01/2013 – Present

Italian Association for Scientific Calculus

TEACHING

Doctoral Consortium

Mentor

Game Theory and Formal Methods

Instructor

Computer-Aided Formal Verification

Tutor

Computational Complexity

Tutor and Marker for revision classes

Computer-Aided Formal Verification

Tutor

10/05/2020

Student: Michael Pernpeintner – [AAMAS 2020](#)

25/03/2019 – 27/03/2019

Short Ph.D. Course – University of Leicester

25/10/2017 – 29/11/2017

Undergraduate and Graduate program – University of Oxford

02/02/2017 – 23/05/2017

Undergraduate and Graduate program – University of Oxford

27/10/2016 – 01/12/2016

Undergraduate and Graduate program – University of Oxford

SUPERVISED STUDENTS

Senthil Rajasekaran

MSc Mathematics and Foundations of Computer Science.

Co-Supervisors: Prof. Michael Wooldridge and Dr. Julian Gutierrez.

University of Oxford

Dissertation date: 01/09/2017

INVITED TALKS

From Synthesis to Rational Synthesis: a Game-Theoretic Approach <i>Seminar Talk</i>	10/04/2019 <i>Imperial College London</i>
From Synthesis to Rational Synthesis: a Game-Theoretic Approach <i>Seminar Talk</i>	29/03/2018 <i>University of Naples</i>
Logics for Multi-Agent System Verification <i>Seminar Talk</i>	15/12/2015 <i>Imperial College London</i>
Strategy Logic: a Powerful Formalism for Game-Theoretic Issues <i>Seminar Talk</i>	24/11/2014 <i>University of California Santa Cruz</i>

ORGANIZATION OF SCIENTIFIC MEETINGS

Chair: [LAMAS&SR-21](#), [RADICAL-19](#).

Senior Program committee member: [IJCAI-21](#).

Program committee member: [AAAI-21](#), [AAMAS-21](#) [IJCAI-PRICAI-20](#), [EUMAS-20](#), [AAMAS-20](#), [ECAI](#), [IJCAI-19](#), [AAMAS-19](#), [EUMAS-18](#), [IJCAI-ECAI-18](#), [AAMAS-18](#), [AAAI-18](#), [EUMAS-17](#), [SR-17](#), [CILC-17](#), [IJCAI-17](#), [IJCAI-16](#), [AAMAS-16](#).

Organizing committee member: [SR-15](#), [SR-13](#), [GAMES-12](#).

REVIEWING

Since 2020: Logical Methods in Computer Science (ISSN: 18605974).

Since 2019: Artificial Intelligence Journal (ISSN: 00043702).

Since 2018: ACM Transaction on Computational Logic (ISSN: 15293785), Information and Computation (ISSN:0890-5401).

Since 2015: Special Issue of Strategic Reasoning on Information and Computation (ISSN: 0890-5401).

Since 2014: Journal on Artificial Intelligence Research (ISSN: 10769757).

REFERENCES

Prof. Giuseppe De Giacomo degiacomo@diag.uniroma1.it	Sapienza University of Rome
Prof. Aniello Murano aniello.murano@unina.it	University of Naples
Prof. Nir Piterman piterman@chalmers.se	University of Göteborg
Prof. Moshe Vardi vardi@cs.rice.edu	Rice University
Prof. Michael Wooldridge mjw@cs.ox.ac.uk	University of Oxford

Journals

11. Julian Gutierrez and Giuseppe Perelli and Michael Wooldridge. Iterated Games with LDL Goals over Finite Traces. In *Information and Computation*. 2021. doi: [10.1016/j.ic.2020.104555](https://doi.org/10.1016/j.ic.2020.104555).
10. Laura Bozzelli and Aniello Murano and Giuseppe Perelli and Loredana Sorrentino. Hierarchical Cost-Parity Games. In *Theoretical Computer Science*. 2020. doi: [10.1016/j.tcs.2020.10.002](https://doi.org/10.1016/j.tcs.2020.10.002).
9. Julian Gutierrez and Muhammad Najib and Giuseppe Perelli and Michael Wooldridge. Automated Temporal Equilibrium Analysis: Verification and Synthesis of Multi-Player Games. In *Artificial Intelligence*. 2020. doi: [10.1016/j.artint.2020.103353](https://doi.org/10.1016/j.artint.2020.103353).
8. Julian Gutierrez, Aniello Murano, Giuseppe Perelli, Sasha Rubin, Thomas Steeples, and Michael Wooldridge. Equilibria for Games with Combined Qualitative and Quantitative Objectives. In *ACTA Informatica*. 2020. doi: [0.1007/s00236-020-00385-4](https://doi.org/10.1007/s00236-020-00385-4).
7. Julian Gutierrez and Paul Harrenstein and Giuseppe Perelli and Michael Wooldridge. Nash Equilibrium and Bisimulation Invariance. In *Logical Methods in Computer Science*, volume 15, issue 3. 2019. doi: [10.23638/LMCS-15\(3:32\)2019](https://doi.org/10.23638/LMCS-15(3:32)2019).
6. Gaëlle Fontaine and Fabio Mogavero and Aniello Murano and Giuseppe Perelli and Loredana Sorrentino. Cycle Detection in Computation Tree Logic. In *Information and Computation*, volume 262, pages 265–279. 2018. doi: [10.1016/j.ic.2018.09.007](https://doi.org/10.1016/j.ic.2018.09.007).
5. Julian Gutierrez and Giuseppe Perelli and Michael Wooldridge. Imperfect Information in Reactive Modules Games. In *Information and Computation*, volume 261, pages 650–675. 2018. doi: [10.1016/j.ic.2018.02.023](https://doi.org/10.1016/j.ic.2018.02.023).
4. Fabio Mogavero and Aniello Murano and Giuseppe Perelli and Moshe Vardi. Reasoning about Strategies: On the Satisfiability Problem. In *Logical Methods in Computer Science*, volume 13, issue 1. 2017. doi: [10.23638/LMCS-13\(1:9\)2017](https://doi.org/10.23638/LMCS-13(1:9)2017).
3. Alberto Molinari and Angelo Montanari and Aniello Murano and Giuseppe Perelli and Adriano Peron. Checking Interval Properties of Computations. In *ACTA Informatica*, pages 1–33. Springer Berlin Heidelberg, 2016. doi: [10.1007/s00236-015-0250-1](https://doi.org/10.1007/s00236-015-0250-1).
2. Orna Kupferman and Giuseppe Perelli and Moshe Vardi. Synthesis with Rational Environments. In *Annals of Mathematics and Artificial Intelligence*, volume 8953 of *Lecture Notes in Computer Science*, pages 219–235. Springer International Publishing, 2016. doi: [10.1007/978-3-319-17130-2_15](https://doi.org/10.1007/978-3-319-17130-2_15).
1. Fabio Mogavero and Aniello Murano and Giuseppe Perelli and Moshe Vardi. Reasoning about Strategies: On the Model-Checking Problem. In *ACM Transaction on Computational Logic*, volume 15(4), pages 34:1–34:47. ACM Association for Computing Machinery, 2014. doi: [10.1145/2631917](https://doi.org/10.1145/2631917).

Conferences

23. Patricia Bouyer, Orna Kupferman, Nicolas Markey, Bastien Maubert, Aniello Murano, and Giuseppe Perelli. Reasoning about quality and fuzziness of strategic behaviours. In *ECAI 2020 - 24th European Conference on Artificial Intelligence, 29 August-8 September 2020, Santiago de Compostela, Spain, August 29 - September 8, 2020*, volume 325 of *Frontiers in Artificial Intelligence and Applications*, pages 2887–2888, 2020.

22. Yehia Abd Alrahman, Giuseppe Perelli, and Nir Piterman. Reconfigurable Interaction for MAS Modelling. In *Proceedings of the 19th International Conference on Autonomous Agents and MultiAgent Systems, AAMAS '20, Auckland, New Zealand, May 09-13, 2020*, pages 7–15.
21. Julian Gutierrez, Muhammad Najib, Giuseppe Perelli, and Michael Wooldridge. Equilibrium design for concurrent games. In *30th International Conference on Concurrency Theory, CONCUR 2019, August 27-30, 2019, Amsterdam, the Netherlands.*, pages 22:1–22:16, 2019.
20. Julian Gutierrez and Muhammad Najib and Giuseppe Perelli and Michael Wooldridge. On Computational Tractability for Rational Verification. In *Proceedings of the Twenty-Eighth International Joint Conference on Artificial Intelligence, IJCAI 2019, Macao, China, August 10-16, 2019*, pages 329–335, 2019.
19. Patricia Bouyer and Orna Kupferman and Nicolas Markey and Bastien Maubert and Aniello Murano and Giuseppe Perelli. Reasoning about Quality and Fuzziness of Strategic Behaviours. In *Proceedings of the Twenty-Eighth International Joint Conference on Artificial Intelligence, IJCAI 2019, Macao, China, August 10-16, 2019*, pages 1588–1594, 2019.
18. Giuseppe Perelli. Enforcing Equilibria in Multi-Agent Systems. In *Proceedings of the 18th International Conference on Autonomous Agents and MultiAgent Systems, AAMAS '19, Montreal, QC, Canada, May 13-17, 2019*, pages 188–196, 2019.
17. Julian Gutierrez and Muhammad Najib and Giuseppe Perelli and Michael Wooldridge. EVE: A Tool for Temporal Equilibrium Analysis. In *Automated Technology for Verification and Analysis - 16th International Symposium, ATVA 2018, Los Angeles, CA, USA, October 7-10, 2018, Proceedings*, pages 551–557, 2018.
16. Shaull Almagor and Orna Kupferman and Giuseppe Perelli. Synthesis of Controllable Nash Equilibria in Games with Quantitative Objectives. In *Proceedings of the Twenty-Seventh International Joint Conference on Artificial Intelligence, IJCAI 2018, July 13-19, 2018, Stockholm, Sweden.*, pages 35–41, 2018.
15. Laura Bozzelli and Aniello Murano and Giuseppe Perelli and Loredana Sorrentino. Hierarchical Cost-Parity Games. In *24th International Symposium on Temporal Representation and Reasoning, TIME 2017, October 16-18, 2017, Mons, Belgium*, pages 6:1–6:17, 2017.
14. Julian Gutierrez and Paul Harrenstein and Giuseppe Perelli and Michael Wooldridge. Nash Equilibrium and Bisimulation Invariance. In *28th International Conference on Concurrency Theory, CONCUR 2017, September 5-8, 2017, Berlin, Germany*, pages 17:1–17:16, 2017.
13. Julian Gutierrez and Aniello Murano and Giuseppe Perelli and Sasha Rubin and Michael Wooldridge. Nash Equilibrium in Concurrent Games with Lexicographic Preferences. In *Proceedings of the Twenty-Sixth International Joint Conference on Artificial Intelligence, IJCAI 2017, Melbourne, Australia, August 19-25, 2017*, pages 1067–1073, 2017.
12. Julian Gutierrez and Giuseppe Perelli and Michael Wooldridge. Iterated Games with LDL Goals on Finite Traces. In *Proceedings of the 16th Conference on Autonomous Agents and MultiAgent Systems, AAMAS 2017, São Paulo, Brazil, May 8-12, 2017*, pages 696–704, 2017.
11. Gaëlle Fontaine and Fabio Mogavero and Aniello Murano and Giuseppe Perelli and Loredana Sorrentino. Cycle Detection in Computation Tree Logic. In *Proceedings of the Seventh International Symposium on Games, Automata, Logics and Formal Verification, GandALF 2016, Catania, Italy, 14-16 September 2016.*, pages 164–177, 2016.
10. Antonio di Stasio and Aniello Murano and Giuseppe Perelli and Moshe Vardi. Solving Parity Games by Using an Automata-Based Algorithm. In *Implementation and Application of Automata*

- 21st International Conference, CIAA 2016, Seoul, South Korea, July 19-22, 2016, Proceedings, pages 64-76, 2016.

9. Julian Gutierrez and Paul Harrenstein and Giuseppe Perelli and Michael Wooldridge. Expressiveness and Nash Equilibrium in Iterated Boolean Games. In *Proceedings of the 2016 International Conference on Autonomous Agents & Multiagent Systems, Singapore, May 9-13, 2016*, pages 707-715, 2016.
8. Julian Gutierrez and Giuseppe Perelli and Michael Wooldridge. Imperfect Information in Reactive Module Games. In *Principles of Knowledge Representation and Reasoning: Proceedings of the Fifteenth International Conference, KR 2016, Cape Town, South Africa, April 25-29, 2016.*, pages 390-400, 2016.
7. Michael Wooldridge and Julian Gutierrez and Paul Harrenstein and Enrico Marchioni and Giuseppe Perelli and Alexis Toumi. Rational Verification: From Model Checking to Equilibrium Checking. In *Proceedings of the Thirtieth AAAI Conference on Artificial Intelligence, February 12-17, 2016, Phoenix, Arizona, USA.*, pages 4184-4191, 2016.
6. Aniello Murano and Giuseppe Perelli and Sasha Rubin. Multi-Agent Path Planning in Known Dynamic Environments. In *PRIMA 2015: Principles and Practice of Multi-Agent Systems - 18th International Conference, Bertinoro, Italy, October 26-30, 2015, Proceedings*, pages 218-231, 2015.
5. Fabio Mogavero and Giuseppe Perelli. Binding Forms in First-Order Logic. In *24th EACSL Annual Conference on Computer Science Logic, CSL 2015, September 7-10, 2015, Berlin, Germany*, pages 648-665, 2015.
4. Aniello Murano and Giuseppe Perelli. Pushdown Multi-Agent System Verification. In *Proceedings of the Twenty-Fourth International Joint Conference on Artificial Intelligence, IJCAI 2015, Buenos Aires, Argentina, July 25-31, 2015*, pages 1090-1097, 2015.
3. Orna Kupferman and Giuseppe Perelli and Moshe Vardi. Synthesis with Rational Environments. In *Multi-Agent Systems - 12th European Conference, EUMAS 2014, Prague, Czech Republic, December 18-19, 2014, Revised Selected Papers*, pages 219-235, 2014.
2. Angelo Montanari, Aniello Murano, Giuseppe Perelli, and Adriano Peron. Checking Interval Properties of Computations. In *21st International Symposium on Temporal Representation and Reasoning, TIME 2014, Verona, Italy, September 8-10, 2014*, pages 59-68, 2014.
1. Fabio Mogavero, Aniello Murano, Giuseppe Perelli, and Moshe Vardi. What Makes ATL* Decidable? A Decidable Fragment of Strategy Logic. In *CONCUR 2012 - Concurrency Theory - 23rd International Conference, CONCUR 2012, Newcastle upon Tyne, UK, September 4-7, 2012. Proceedings*, LNCS 7454. Springer, 2012.

Si autorizza il trattamento dei dati personali ai sensi dell'art. 13 Dlgs 196 del 30 giugno 2003 e dell'art. 13 GDPR (Regolamento UE 2016/679) ai fini della ricerca e selezione del personale.

ROMA 17-01-2021

Luogo e Data

Giuseppe Perelli

Giuseppe Perelli