

# Alberto Marchesi

## *Curriculum Vitae et Studiorum*

---

### Personal Information

Date of Birth September 22, 1992  
Place of Birth Piacenza, Italy  
Citizenship Italian

---

### Work Information

University Politecnico di Milano  
Department Dipartimento di Elettronica, Informazione e Bioingegneria (DEIB)  
Address Via Golgi 39, 20133, Milano (MI), Italy  
Email [alberto.marchesi@polimi.it](mailto:alberto.marchesi@polimi.it)  
Webpage [albymarke.github.io](http://albymarke.github.io)  
Phone +39 02 2399 9685

---

### Highlights

Alberto Marchesi is a postdoctoral research assistant at the Department of Electronics, Information, and Bioengineering of Politecnico di Milano. He works in the Artificial Intelligence and Robotics Lab (AIRLAB), within the research group lead by Prof. Nicola Gatti. His research focuses on *algorithmic game theory* and *machine learning*, with the aim of bridging the two fields to build artificial agents that are able to effectively take autonomous decisions in complex multi-agent scenarios. He got his PhD in Information Technology with laude from Politecnico di Milano, with a thesis on algorithmic game theory. His work as PhD student was awarded the *2020 Chorafas Award* by the Dimitris N. Chorafas Foundation, while his PhD thesis received an honorable mention for the *2020 EurAI Dissertation Award*. He is the author of more than 25 peer-reviewed research papers, including papers published in premier journals, such as *Artificial Intelligence Journal* (2), *Algorithmica*, and *Games and Economic Behavior*, and in top-tier international conferences, such as *AAAI* (5), *IJCAI* (5), *NeurIPS* (3), *ICML*, *ACM EC*, and *AAMAS*. One of his papers was awarded an "*Outstanding Paper Award*" at NeurIPS 2020, which is the most important annual gathering in the field of AI and machine learning (only 3 papers have been selected out of 9467 submissions). He serves as a program committee member for several top-tier conferences in AI and machine learning, and he is also guest associate editor for the *Frontiers in Artificial Intelligence* journal. He participated in several research and industrial projects as a research scientist, and, in 2020, he co-founded *ML cube s.r.l.*, which is part of the *spin-off* program of Politecnico di Milano. He also taught several courses on computer science and AI, including BSc and MSc courses at Politecnico di Milano (as teaching assistant) and a PhD course on algorithmic game theory at Università di Bergamo (as lecturer).

---

## Experience

2020

**Postdoc Research Assistant**, *Politecnico di Milano, Dipartimento di Elettronica Informazione e Bioingegneria (DEIB)*, Milano.

Working in the Artificial Intelligence and Robotics Lab (AIRLAB), within the research group lead by Prof. Nicola Gatti.

2020

**Co-founder & AI Specialist**, *ML cube s.r.l. – Polimi Spin-Off*, Milano.

Involved in some projects at ML cube s.r.l., whose goal is providing cutting-edge solutions for machine learning systems and their life-cycle-management optimization.

---

## Education

2016

2020

**PhD in Computer Science and Engineering**, *Politecnico di Milano*, Milano.

*Thesis*: Leadership Games: Multiple Followers, Multiple Leaders, and Perfection.

*Advisor*: Prof. Nicola Gatti.

Mark: *with laude*.

2014

2016

**MSc in Computer Science and Engineering**, *Politecnico di Milano*, Milano.

*Thesis*: Methods for finding Leader-Follower equilibria with multiple followers.

*Advisor*: Prof. Nicola Gatti.

Mark: *110 cum laude/110*.

2011

2014

**BSc in Computer Science and Engineering**, *Politecnico di Milano*, Milano.

Mark: *110 cum laude/110*.

2011

**Diploma di Perito Industriale in Informatica**, *Istituto Tecnico Industriale Statale G. Marconi*, Piacenza.

Mark: *100 cum laude/100*.

---

## Research Interests

His research focuses on *Artificial Intelligence*, especially on *Algorithmic Game Theory*, *Multi-agent Learning*, and *Online Learning*.

- |                            |  |
|----------------------------|--|
| Algorithmic<br>Game Theory | <ul style="list-style-type: none"><li>○ Analysis of the computational complexity of equilibrium finding problems.</li><li>○ Computing equilibria in large imperfect-information sequential games.</li><li>○ Information structure design problems (a.k.a. algorithmic Bayesian persuasion).</li><li>○ Auctions, pricing, and mechanism design under the computational lens.</li><li>○ Computational analysis of principal-agent problems in contract theory.</li><li>○ Simulation-based games and their applications to complex real-world problems.</li></ul> |
| Multi-agent<br>Learning    | <ul style="list-style-type: none"><li>○ Design of efficient no-regret learning dynamics converging to equilibria in games.</li><li>○ Multi-agent reinforcement learning.</li></ul>   |
| Online<br>Learning         | <ul style="list-style-type: none"><li>○ Online learning techniques applied to classical algorithmic game theory problems.</li><li>○ Online convex optimization and its relation to learning dynamics in games.</li><li>○ Prediction with expert advice.</li><li>○ Best-arm identification problems.</li></ul>  |

---

## Summary

- Research
- Author of 5 journal papers, including 4 top-ranked Q1 journal papers (SCIMAGO).
  - Author of 19 papers on peer-reviewed international conferences, including 17 top-tier A++ conferences (CORE).
  - h-index 11 and 248 citations (Google Scholar, accessed: 09-23-2021).
  - Outstanding Paper Award at NeurIPS 2020.
  - Recipient of the 2020 Chorafas Award.
  - Honorable mention for the 2020 EurAI Dissertation Award.
  - PC member of three top-tier international conferences (*NeurIPS*, *ICML*, *AAAI*).
  - Senior PC member of a top-tier international conference (*IJCAI*).
  - Guest associate editor for the *Frontiers in Artificial Intelligence* journal.
  - International collaborations with CMU, Columbia University, and University of Southampton.
- Teaching
- Lecturer of a PhD-level course at *Università degli studi di Bergamo*.
  - Lecturer of an advanced course held for *Ferrari s.p.a.*
  - Teaching assistant of BSc and MSc courses at *Politecnico di Milano* for 4 years.
- Projects
- Research scientist for the *PRIN 2017 ALGADIMAR* research project.
  - Research scientist for three industrial projects (*DoveVivo s.p.a.*, *Marina Militare*, and *Leonardo s.p.a.*).
- Technology Transfer
- Co-founder of *Mlcube s.r.l.*, a spin-off of *Politecnico di Milano*.

---

## Publications

### Working Papers

- Farina G., Celli A., Marchesi A., Gatti N.  
*Simple Uncoupled No-Regret Learning Dynamics for Extensive-Form Correlated Equilibrium*  
ArXiv preprint, 2021, CoRR abs/2104.01520  
[Under review at the Journal of ACM]
- Castiglioni M., Marchesi A., Gatti N.  
*Bayesian Agency: Linear versus Tractable Contracts*  
ArXiv preprint, 2021, CoRR abs/2106.00319  
[Under review at the Artificial Intelligence Journal]
- Castiglioni M., Romano G., Marchesi A., Gatti N.  
*Signaling in Posted Price Auctions*  
[Under review at AAAI 2022]
- Castiglioni M., Ferraioli D., Gatti N., Marchesi A., Romano G.  
*Efficiency of Ad Auctions with Price Displaying*  
[Under review at AAAI 2022]

### Papers on Proceedings of International Conferences

- [C20] Bernasconi de Luca M., Cacciamani F., Fioravanti S., Gatti N., Marchesi A., Trovò F.  
*Exploiting Opponents Under Utility Constraints in Sequential Games*  
The 35th Conference on Neural Information Processing Systems, NeurIPS 2021, Virtual conference
- [C19] Castiglioni M., Marchesi A., Gatti N.  
*Bayesian Agency: Linear versus Tractable Contracts*  
The 22nd ACM Conference on Economics and Computation, EC 2021, Virtual conference
- [C18] Castiglioni M., Marchesi A., Celli A., Gatti N.  
*Multi-Receiver Online Bayesian Persuasion*  
The 38th International Conference on Machine Learning, ICML 2021, Virtual conference
- [C17] Celli A., Marchesi A., Farina G., Gatti N.  
*Decentralized No-regret Learning Algorithms for Extensive-form Correlated Equilibria (Extended Abstract)*  
The 30th International Joint Conference on Artificial Intelligence, IJCAI 2021, Virtual conference
- [C16] Romano G., Tartaglia G., Marchesi A., Gatti N.  
*Online Posted Pricing with Unknown Time-Discounted Valuations*  
The 35th AAAI Conference on Artificial Intelligence, AAAI 2021, Virtual conference
- [C15] Marchesi A., Gatti N.  
*Trembling-Hand Perfection and Correlation in Sequential Games*  
The 35th AAAI Conference on Artificial Intelligence, AAAI 2021, Virtual conference
- [C14] Castiglioni M., Celli A., Marchesi A., Gatti N.  
*Signaling in Bayesian Network Congestion Games: the Subtle Power of Symmetry*  
The 35th AAAI Conference on Artificial Intelligence, AAAI 2021, Virtual conference
- [C13] Celli A., Marchesi A., Farina G., Gatti N.  
*No-Regret Learning Dynamics for Extensive-Form Correlated Equilibrium*  
The 34th Conference on Neural Information Processing Systems, NeurIPS 2020, Virtual conference [**Best Paper Award**, only **3** out of **9467** submissions; Invited at the Sister Conference Best Paper Track session at the 30th International Joint Conference on Artificial Intelligence, IJCAI 2021; Invited at the Highlights Beyond EC plenary session at the 22nd ACM Conference on Economics and Computation , EC 2021]
- [C12] Castiglioni M., Celli A., Marchesi A., Gatti N.  
*Online Bayesian Persuasion*  
The 34th Conference on Neural Information Processing Systems, NeurIPS 2020, Virtual conference [**Spotlight** presentation, top **2.96%** of submissions]
- [C11] Marchesi A., Trovò F., Gatti N.  
*Learning Probably Approximately Correct Maximin Strategies in Simulation-Based Games with Infinite Strategy Spaces*  
The 19th International Conference on Autonomous Agents and Multi-Agent Systems, AAMAS 2020, Virtual conference

- [C10] Celli A., Marchesi A., Bianchi T., Gatti N.  
*Learning to Correlate in Multi-Player General-Sum Sequential Games*  
The 33rd Conference on Neural Information Processing Systems, NeurIPS 2019, Vancouver, Canada
- [C9] Castiglioni M., Marchesi A., Gatti N.  
*Be a Leader or Become a Follower: The Strategy to Commit to with Multiple Leaders*  
The 28th International Joint Conference on Artificial Intelligence, IJCAI 2019, Macao, China
- [C8] Marchesi A., Castiglioni M., Gatti N.  
*Leadership in Congestion Games: Multiple User Classes and Non-Singleton Actions*  
The 28th International Joint Conference on Artificial Intelligence, IJCAI 2019, Macao, China
- [C7] Marchesi A., Farina G., Kroer C., Gatti N., Sandholm T.  
*Quasi-Perfect Stackelberg Equilibrium*  
The 33rd AAAI Conference on Artificial Intelligence, AAAI 2019, Honolulu, USA
- [C6] Marchesi A., Coniglio S., Gatti N.  
*Leadership in Singleton Congestion Games*  
The 27th International Joint Conference on Artificial Intelligence, IJCAI 2018: 447-453, Stockholm, Sweden
- [C5] Farina G., Marchesi A., Kroer C., Gatti N., Sandholm T.  
*Trembling-Hand Perfection in Extensive-Form Games with Commitment*  
The 27th International Joint Conference on Artificial Intelligence, IJCAI 2018: 233-239, Stockholm, Sweden
- [C4] De Nittis G., Marchesi A., Gatti N.  
*Computing the Strategy to Commit to in Polymatrix Games*  
The 32nd AAAI Conference on Artificial Intelligence, AAAI 2018: 989-996, New Orleans, USA
- [C3] Coniglio S., Gatti N., Marchesi A.  
*Pessimistic Leader-Follower Equilibria with Multiple Followers*  
The 26th International Joint Conference on Artificial Intelligence, IJCAI 2017: 171-177, Melbourne, Australia
- [C2] Celli A., Marchesi A., Gatti N.  
*On the Complexity of Nash Equilibrium Reoptimization*  
The 33rd Conference on Uncertainty in Artificial Intelligence, UAI 2017: 292-301, Sydney, Australia
- [C1] Basilico N., Coniglio S., Gatti N., Marchesi A.  
*Bilevel programming approaches to the computation of optimistic and pessimistic single-leader-multi-follower equilibria*  
The 16th International Symposium on Experimental Algorithms, SEA 2017: 31:1-31:14 London, UK, June 21-23, 2017

[International Journals](#)

- [J5] Castiglioni M., Marchesi A., Gatti N.  
*Committing to correlated strategies with multiple leaders*  
Artificial Intelligence Journal (AIJ), 2021
- [J4] Gatti N., Gilli M., Marchesi A.  
*A Characterization of Quasi-Perfect Equilibria*  
Games and Economic Behavior, 2020
- [J3] Coniglio S., Gatti N., Marchesi A.  
*Computing a Pessimistic Stackelberg Equilibrium with Multiple Followers: the Mixed-Pure Case*  
Algorithmica, 2020
- [J2] Castiglioni M., Marchesi A., Gatti N., Coniglio S.  
*Leadership in Singleton Congestion Games: What is Hard and What is Easy*  
Artificial Intelligence Journal (AIJ), 2019
- [J1] Basilico N., Coniglio S., Gatti N., Marchesi A.  
*Bilevel programming methods for computing single-leader-multi-follower equilibria in normal-form and polymatrix games*  
EURO Journal on Computational Optimization, 2019

#### Papers in International Workshops

- Castiglioni M., Celli A., Marchesi A., Gatti N.  
*Bayesian Persuasion in Online Setting*  
AAAI-21 Workshop on Reinforcement Learning in Games, Virtual workshop
- Marchesi A., Trovò F., Gatti N.  
*Learning Probably Approximately Correct Maximin Strategies in Games with Infinite Strategy Spaces*  
AAAI-21 Workshop on Reinforcement Learning in Games, Virtual workshop
- Celli A., Marchesi A., Farina G., Gatti N.  
*No-Regret Learning Dynamics for Extensive-Form Correlated Equilibrium*  
Cooperative AI Workshop (NeurIPS 2020), Virtual workshop
- Castiglioni M., Marchesi A., Gatti N.  
*Computing Correlated Strategies to Commit to with Multiple Leaders*  
Games, Agents and Incentives Workshops at AAMAS 2020, Virtual workshop
- Marchesi A., Trovò F., Gatti N.  
*Learning Maximin Strategies with Best Arm Identification Techniques*  
Games, Agents and Incentives Workshops at AAMAS 2020, Virtual workshop
- Celli A., Marchesi A., Bianchi T., Gatti N.  
*Learning to Correlate in Multi-Player General-Sum Sequential Games*  
Smooth Games Optimization and Machine Learning Workshop (NeurIPS 2019), Vancouver, Canada.
- Marchesi A., Trovò F., Gatti N.  
*Learning Maximin Strategies in Simulation-Based Games with Infinite Strategy Spaces*  
Smooth Games Optimization and Machine Learning Workshop (NeurIPS 2019), Vancouver, Canada.

Farina G., Marchesi A., Kroer C., Gatti N., Sandholm T.  
*Trembling-Hand Perfection in Stackelberg Sequential Games*  
Games, Agents and Incentives Workshops at AAMAS 2019, Montreal, Canada

Marchesi A., Farina G., Kroer C., Gatti N., Sandholm T.  
*Computing a Quasi-Perfect Stackelberg Equilibrium*  
Games, Agents and Incentives Workshops at AAMAS 2019, Montreal, Canada

Marchesi A., Coniglio S., Gatti N.  
*Singleton Congestion Games with Leadership*  
Games, Agents and Incentives Workshops at AAMAS 2019, Montreal, Canada

Marchesi A., Farina G., Kroer C., Gatti N., Sandholm T.  
*Quasi-Perfect Stackelberg Equilibrium*  
AAAI-19 Workshop on Reinforcement Learning in Games, Honolulu, USA

Celli A., Marchesi A.  
*Nash Equilibrium Reoptimization is Hard*  
The 3rd IJCAI Algorithmic Game Theory Workshop, Melbourne, Australia

### National Journals

Celli A., Marchesi A.  
*Learning Dynamics in Limited-Control Repeated Games*  
Intelligenza Artificiale, 2018

---

## Awards

### Paper Awards

#### NeurIPS 2020 Outstanding Paper Award

The paper “No-Regret Learning Dynamics for Extensive-Form Correlated Equilibrium” [C13] has been selected as one of the best **3** papers out of **9467** submissions.

### Personal Awards

#### Honorable mention for the 2020 EurAI Dissertation Award

Prize awarded by the European Association for Artificial Intelligence to the best PhD thesis on artificial intelligence among those of students in european institutions.

#### 2020 Chorafas Award

Prize awarded by the Dimitris N. Chorafas Foundation to the best doctoral student(s) in the Hard Sciences in each partner university.

#### National Doctoral Scholarship

Doctoral scholarship for three years, sponsored by the italian Ministry of Education, Universities and Research.

#### Borsa di Studio FCA e CNH Industrial 2017

Scholarships for the best graduated students (Laurea Magistrale) who are sons/daughters of employees of FCA and CNH Industrial.

#### Borsa di Studio FCA e CNH Industrial 2015

Scholarships for the best graduated students (Laurea Triennale) who are sons/daughters of employees of FCA and CNH Industrial.

---

## Teaching

### Courses with a Primary Responsibility

2020

**Algorithmic Game Theory**, *Università degli studi di Bergamo*, Bergamo.

- **Role:** Lecturer (with Prof. Nicola Gatti).
- **Academic Year:** 2020-2021 (10 hours).
- **Description:** Lectures for the the students of the PhD program in Computer Science.

2019

**Algorithmic Game Theory**, *Ferrari s.p.a.*, Maranello.

- **Role:** Lecturer (with Prof. Nicola Gatti and Dr. Andrea Celli; 25 hours in total).
- **Description:** Course on algorithmic game theory for the employees of Scuderia Ferrari.

### Teaching Assistant Activities

2018

**Economics and Computation**, *Politecnico di Milano*, Milano.

- **Role:** Teaching assistant.
- **Academic Years:** 2017-2018 (14 hours); 2018-2019 (14 hours); 2019-2020 (24 hours); 2020-2021 (24 hours).
- **Description:** Exercise sessions using innovative teaching methodologies for students of the MSc in Computer Science Engineering and the MSc in Mathematical Engineering.

2018

**Informatica A**, *Politecnico di Milano*, Milano.

- **Role:** Teaching assistant.
- **Academic Years:** 2018-2019 (20 hours); 2019-2020 (20 hours); 2020-2021 (51 hours); 2021-2022 (51 hours).
- **Description:** Exercise sessions for students of the BSc in Mathematical Engineering.

2019  
2020

**Game Theory**, *Politecnico di Milano*, Milano.

- **Role:** Teaching assistant.
- **Academic Year:** 2019-2020 (15 hours).
- **Description:** Exercise sessions for students of the MSc in Mathematical Engineering.

---

## Industrial and Research Projects

2021

**Machine Learning per l'Autonomia dei Velivoli**, *Leonardo s.p.a.*, Italy.

- **Role:** Research Scientist.
- **Description:** Industrial project with the aim of developing ML-based systems for autonomous mission and fleet management.

2019

**PRIN 2017 ALGADIMAR**, *Ministry of Education, Universities and Research*, Italy.

- **Role:** Research Scientist.
- **Description:** Research project focused on the development of new methods and tools in areas that are critical to the understanding of digital markets: algorithmic game theory, market/mechanism design, machine learning, algorithmic data analysis, and optimization in strategic settings.
- **Reference publications:** [C8, C9, C10, C11, C12, C13, C14, C15, C16, C17, C18, C19].

2019  
2021

**RentMatic**, *DoveVivo s.p.a.*, Italy.

- **Role:** Research Scientist.
- **Description:** Industrial project with the aim of developing AI-based pricing algorithms for a room rental website.
- **Reference publication:** [C16].



2019  
2020

**RocketAvoid**, *Analisi&Valore s.r.l. and Marina Militare*, Italy.

- **Role:** Research Scientist.
- **Description:** Industrial project with the aim of developing AI algorithms managing counter-missile defensive strategies for military ships.
- **Reference publication:** [C11].

## Talks and Seminars

### Talks given at International Conferences

- Jul. 2021 **Multi-Receiver Online Bayesian Persuasion**  
The 38th International Conference on Machine Learning, ICML 2021, Virtual
- Feb. 2021 **Trembling-Hand Perfection and Correlation in Sequential Games**  
The 35th AAAI Conference on Artificial Intelligence, AAAI 2021, Virtual
- Dec. 2020 **No-Regret Learning Dynamics for Extensive-Form Correlated Equilibrium**  
The 34th Conference on Neural Information Processing Systems, NeurIPS 2020, Virtual
- Aug. 2019 **Be a Leader or Become a Follower: The Strategy to Commit to with Multiple Leaders**  
The 28th International Joint Conference on Artificial Intelligence, IJCAI 2019, Macao, China
- Feb. 2018 **Computing the Strategy to Commit to in Polymatrix Games**  
The 32nd AAAI Conference on Artificial Intelligence, AAAI 2018, New Orleans, USA
- Aug. 2017 **Pessimistic Leader-Follower Equilibria with Multiple Followers**  
The 26th International Joint Conference on Artificial Intelligence, IJCAI 2017, Melbourne, Australia

### Talks given at International Workshops

- Dec. 2020 **No-Regret Learning Dynamics for Extensive-Form Correlated Equilibrium**  
Algarimar Annual Meeting 2020, Virtual
- Aug. 2019 **Be a Leader or Become a Follower: The Strategy to Commit to with Multiple Leaders**  
Markets, Algorithms, Prediction, and Learning 2019, MAPLE 2019, Milan, Italy
- Aug. 2017 **Nash Equilibrium Reoptimization is Hard**  
The 3rd IJCAI Algorithmic Game Theory Workshop, Melbourne, Australia

### Seminars

- Jan. 2018 **When Are Equilibria of Simple Auctions Near-Optimal?**  
Permanent Itinerant Game Theory Seminars (P.I.G.S.), Politecnico di Milano, Italy
- Mar. 2017 **Leadership Games**  
Permanent Itinerant Game Theory Seminars (P.I.G.S.), Politecnico di Milano, Italy






## Editorial Activities

### International Journals

2020

**Guest Associate Editor**, *Frontiers in Artificial Intelligence*.


## International Conferences

-  **2021 Senior Program Committee Member**, *International Joint Conference on Artificial Intelligence*.
-  **2021 Program Committee Member**, *International Conference on Machine Learning*.
-  **2020 Program Committee Member**, *Conference on Neural Information Processing Systems*.
-  **2021 Program Committee Member**, *International Joint Conference on Artificial Intelligence*.
-  **2018 Program Committee Member**, *AAAI Conference on Artificial Intelligence*.

## Students Supervision

- MSc Students
- Matteo Castiglioni (now a PhD student at Politecnico di Milano)
  - Tommaso Bianchi (Honours Programme Scientific Research in IT)
  - Jacopo Pio Gargano (Honours Programme Scientific Research in IT)
  - Federica Gianotti
  - Giordano Colombi
  - Gianluca Tartaglia
  - Federico Cini
  - Niccolo Raspa
  - Federico Maggi
  - Edoardo Disarò
  - Lorenzo Casalini
  - Emanuele Ricciardelli

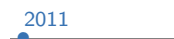
## Qualifications

-  **Sep 2013 TOEIC**, *Mark 980/990*, Milano.  
Certificate of English language

## Languages

Italian	Native	<i>Mother Tongue</i>
English	Fluent	<i>Daily practice, all work performed in English</i>

## Internships

-  **2011 Web Application Programmer**, *H&S - Qualità nel software*, Piacenza (PC), Italy.  
Development of a web application in ASP.NET and C#, management of databases in SQL Server 2008 Professional.

## Skills

### General

- Social Good ability to adapt to multicultural environments, good communication skills.

Organisational Team spirit, team coordination.

Technical MS Office tools.

### Programming

Languages C, Java, Python (numpy, scipy), R, MATLAB, AMPL, SQL, HTML, C#, Scheme, Haskell, Prolog

IDEs Pycharm, Eclipse, NetBeans, MATLAB, R

Typesetting Microsoft Office, Apple iWork, LaTeX

Operating Systems Microsoft Windows, Apple MacOS, GNU/Linux

*Autorizzo al trattamento dati ai sensi del GDPR 2016/679 del 27 aprile 2016 (Regolamento Europeo relativo alla protezione delle persone fisiche per quanto riguarda il trattamento dei dati personali). Autorizzo la pubblicazione del Curriculum Vitae sul sito istituzionale del Politecnico di Milano (sez. Amministrazione Trasparente) in ottemperanza al D. Lgs n. 33 del 14 marzo 2013 (e s.m.i.).*