

Christian Kroer | Curriculum Vitae

✉ christian.kroer@columbia.edu • 🌐 www.christiankroer.com
in chrkroer • 🌐 ChrKroer • US green card holder

Research interests

Fields: artificial intelligence, optimization, game theory.

Specific: equilibrium computation, market design, auctions, first-order methods, online learning, machine learning, robust optimization, prediction markets.

Education

Carnegie Mellon University <i>Ph.D. in computer science, PA, USA</i>	Pittsburgh 2012–2018
IT University of Copenhagen <i>M.Sc. IT - software development and technology, Denmark</i>	Copenhagen 2009–2012
Aalborg University <i>B.A. human-centered informatics, Denmark</i>	Aalborg 2006–2009

Employment and Internships

Assistant Professor <i>Columbia University</i>	2019–
Postdoc <i>Facebook, Core Data Science</i>	2018–2019
Research Assistant <i>Carnegie Mellon University</i>	2012–2018
Research Scientist (part-time position) <i>Facebook, Core Data Science</i>	2016–2018
Research Intern <i>Facebook, Core Data Science</i>	Summer 2016
Research Intern <i>Microsoft Research New York City</i>	Summer 2015
Research Assistant (short-term contractor position) <i>Aalborg University</i>	2012
Teaching Assistant <i>IT University of Copenhagen</i>	2011–2012
Systems Developer <i>Netmester A/S</i>	2010–2011

Honors and Awards

2016 - 2018: Facebook Fellowship in economics and computation. One given worldwide per year. Full tuition, fees, stipend, and travel grant for two years, \$183,168.

2017: Runner-up in the Informs Computing Society Student Paper Competition

Publications

Published papers.....

- [1] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Faster game solving via predictive Blackwell approachability: Connecting regret matching and mirror descent. In *AAAI*, 2021.
- [2] Julien Grand-Clément and Christian Kroer. Scalable first-order methods for robust MDPs. In *AAAI*, 2021.
- [3] Yuan Gao, Christian Kroer, and Donald Goldfarb. Increasing iterate averaging for solving saddle-point problems. In *AAAI*, 2021.
- [4] Yuan Gao and Christian Kroer. Infinite-dimensional Fisher markets: Equilibrium, duality and optimization. In *AAAI*, 2021.
- [5] Yuan Gao and Christian Kroer. First-order methods for large-scale market equilibrium computation. In *NeurIPS*, 2020.
- [6] Tom Yan, Christian Kroer, and Alexander Peysakhovich. Evaluating and rewarding teamwork using cooperative game abstractions. In *NeurIPS*, 2020.
- [7] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Stochastic regret minimization in extensive-form games. In *ICML*, 2020.
- [8] Duncan Mcelfresh, Christian Kroer, Sergey Pupyrev, Karthik Sankararaman, Zack Chauvin, Neil Dexter, Eric Sodomka, and John Dickerson. Matching algorithms for blood donation. In *EC*, 2020.
- [9] Riley Murray, Christian Kroer, Alex Peysakhovich, and Parikshit Shah. Robust market equilibria with uncertain preferences. In *AAAI (oral presentation)*, 2020. oral presentation.
- [10] Christian Kroer and Tuomas Sandholm. Limited lookahead in imperfect-information games. *Artificial Intelligence Journal*, 2020.
- [11] Christian Kroer, Kevin Waugh, Fatma Kılınç-Karzan, and Tuomas Sandholm. Faster algorithms for extensive-form game solving via improved smoothing functions. *Mathematical Programming Series A*, 2020.
- [12] Alex Peysakhovich, Christian Kroer, and Adam Lerer. Robust multi-agent counterfactual prediction. In *NeurIPS*, 2019.
- [13] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Optimistic regret minimization for extensive-form games via dilated distance-generating functions. In *NeurIPS*, 2019.

- [14] Christian Kroer, Alexander Peysakhovich, Eric Sodomka, and Nicolas E Stier-Moses. Computing large market equilibria using abstractions. In *EC*, 2019.
- [15] Vincent Conitzer, Christian Kroer, Debmalya Panigrahi, Okke Schrijvers, Eric Sodomka, Nicolas E Stier-Moses, and Chris Wilkens. Pacing equilibrium in first-price auction markets. In *EC*, 2019.
- [16] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Regret circuits: Composability of regret minimizers. In *ICML (long oral)*, 2019.
- [17] Gabriele Farina, Christian Kroer, Noam Brown, and Tuomas Sandholm. Stable-predictive optimistic counterfactual regret minimization. In *ICML*, 2019.
- [18] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Online convex optimization for sequential decision processes and extensive-form games. In *AAAI*, 2019.
- [19] Alberto Marchesi, Gabriele Farina, Christian Kroer, Nicola Gatti, and Tuomas Sandholm. Quasi-perfect stackelberg equilibrium. In *AAAI*, 2019.
- [20] Christian Kroer, Gabriele Farina, and Tuomas Sandholm. Solving large sequential games with the excessive gap technique. In *NeurIPS (spotlight presentation)*, 2018.
- [21] Christian Kroer and Tuomas Sandholm. A unified framework for extensive-form game abstraction with bounds. In *NeurIPS*, 2018.
- [22] Vincent Conitzer, Christian Kroer, Eric Sodomka, and Nicolas E. Stier-Moses. Multiplicative pacing equilibria in auction markets. In *WINE*, 2018.
- [23] Gabriele Farina, Alberto Marchesi, Christian Kroer, Nicola Gatti, and Tuomas Sandholm. Trembling-hand perfection in extensive-form games with commitment. In *IJCAI*, 2018.
- [24] Christian Kroer, Gabriele Farina, and Tuomas Sandholm. Robust stackelberg equilibria in extensive-form games and extension to limited lookahead. In *AAAI*, 2018.
- [25] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Regret minimization in behaviorally-constrained zero-sum games. In *ICML*, 2017.
- [26] Christian Kroer, Kevin Waugh, Fatma Kılınç-Karzan, and Tuomas Sandholm. Theoretical and practical advances on smoothing for extensive-form games. In *EC*, 2017.
- [27] Christian Kroer, Gabriele Farina, and Tuomas Sandholm. Smoothing method for approximate extensive-form perfect equilibrium. In *IJCAI*, 2017.
- [28] Noam Brown, Christian Kroer, and Tuomas Sandholm. Dynamic thresholding and pruning for regret minimization. In *AAAI*, 2017.
- [29] Christian Kroer and Tuomas Sandholm. Imperfect-recall abstractions with bounds in games. In *EC*, 2016.
- [30] Christian Kroer, Miroslav Dudík, Sébastien Lahaie, and Sivaraman Balakrishnan. Arbitrage-free combinatorial market making via integer programming. In *EC*, 2016.

- [31] Christian Kroer and Tuomas Sandholm. Sequential planning for steering immune system adaptation. In *IJCAI*, 2016.
- [32] Christian Kroer, Kevin Waugh, Fatma Kılınç-Karzan, and Tuomas Sandholm. Faster first-order methods for extensive-form game solving. In *EC*, 2015.
- [33] Christian Kroer and Tuomas Sandholm. Limited lookahead in imperfect-information games. In *IJCAI*, 2015.
- [34] Christian Kroer and Tuomas Sandholm. Discretization of continuous action spaces in extensive-form games. In *AAMAS*, 2015.
- [35] Christian Kroer and Tuomas Sandholm. Computational bundling for auctions. In *AAMAS*, 2015.
- [36] Christian Kroer and Tuomas Sandholm. Extensive-form game abstraction with bounds. In *EC*, 2014.
- [37] Bruce DeBruhl, Christian Kroer, Anupam Datta, Tuomas Sandholm, and Patrick Tague. Power napping with loud neighbors: optimal energy-constrained jamming and anti-jamming. In *WiSec*, 2014.
- [38] Christian Kroer, Martin Kjær Svendsen, Rune M Jensen, Joseph Kiniry, and Eilif Leknes. Symbolic configuration for interactive container ship stowage planning. *Computational Intelligence*, 2014.
- [39] Paolo Viappiani and Christian Kroer. Robust optimization of recommendation sets with the maximin utility criterion. In *ADT*, 2013.
- [40] Kevin Tierney, Amanda Jane Coles, Andrew Coles, Christian Kroer, Adam M Britt, and Rune Møller Jensen. Automated planning for liner shipping fleet repositioning. In *ICAPS*, 2012.
- [41] Christian Kroer and Yuri Malitsky. Feature filtering for instance-specific algorithm configuration. In *ICTAI*, 2011.

Workshop papers.....

- [1] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Faster game solving via predictive blackwell approachability: Connecting regret matching and mirror descent. In *AAAI-21 Workshop on Reinforcement Learning in Games*, 2021.
- [2] Gabriele Farina, Christian Kroer, Noam Brown, and Tuomas Sandholm. Stable-predictive optimistic counterfactual regret minimization. In *AAAI-20 Workshop on Reinforcement Learning in Games*, 2020.
- [3] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Optimistic regret minimization for extensive-form games via dilated distance-generating functions. In *AAAI-20 Workshop on Reinforcement Learning in Games*, 2020.
- [4] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Composability of regret minimizers. In *AAAI-20 Workshop on Reinforcement Learning in Games*, 2020.

- [5] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Optimistic regret minimization for extensive-form games via dilated distance-generating functions. In *7th International Workshop on Strategic Reasoning (SR 2019) at IJCAI*, 2019.
- [6] Alexander Peysakhovich and Christian Kroer. Fair division without disparate impact. In *3rd Workshop on Mechanism Design for Social Good at EC*, 2019.
- [7] Duncan Mcelfresh, Christian Kroer, Sergey Pupyrev, Eric Sodomka, and John Dickerson. Matching algorithms for blood donation. In *3rd Workshop on Mechanism Design for Social Good at EC*, 2019.
- [8] Duncan Mcelfresh, Christian Kroer, Sergey Pupyrev, Eric Sodomka, and John Dickerson. Matching algorithms for blood donation. In *AI for Social Good at IJCAI 2019*, 2019.
- [9] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Regret circuits: Composability of regret minimizers. In *AAAI-19 Workshop on Reinforcement Learning in Games*, 2019.
- [10] Alberto Marchesi, Gabriele Farina, Christian Kroer, Nicola Gatti, and Tuomas Sandholm. Quasi-perfect stackelberg equilibrium. In *AAAI-19 Workshop on Reinforcement Learning in Games*, 2019.
- [11] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Online convex optimization for sequential decision processes and extensive-form games. In *AAAI-19 Workshop on Reinforcement Learning in Games*, 2019.
- [12] Christian Kroer, Gabriele Farina, and Tuomas Sandholm. Solving large sequential games with the excessive gap technique. In *AAAI-19 Workshop on Reinforcement Learning in Games*, 2019.
- [13] Christian Kroer and Tuomas Sandholm. A unified framework for extensive-form game abstraction with bounds. In *AB workshop at IJCAI*, 2018.
- [14] Christian Kroer, Nam Ho-Nguyen, George Lu, and Fatma Kılınç-Karzan. Performance evaluation of iterative methods for solving robust convex quadratic problems. In *Optimization for Machine Learning Workshop*, 2017.
- [15] Vincent Conitzer, Christian Kroer, Eric Sodomka, and Nicolas E. Stier-Moses. Multiplicative pacing equilibria in auction markets. In *Workshop on Algorithmic Game Theory and Data Science at EC*, 2017.
- [16] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Regret minimization in behaviorally-constrained zero-sum games. In *Algorithmic Game Theory Workshop at IJCAI*, 2017.
- [17] Noam Brown, Christian Kroer, and Tuomas Sandholm. Dynamic thresholding and pruning for regret minimization. In *Algorithmic Game Theory Workshop at IJCAI*, 2016.
- [18] Christian Kroer and Tuomas Sandholm. Imperfect-recall abstractions with bounds. In *Algorithmic Game Theory Workshop at IJCAI*, 2015.
- [19] Christian Kroer and Tuomas Sandholm. Extensive-form game abstraction with bounds. In *Workshop on Computer Poker and Imperfect Information at AAAI*, 2015.

Invited talks

- 2019:** Computing Large Market Equilibria using Abstractions. INFORMS Annual Conference
- 2019:** Competitive Equilibrium without Disparate Impact. INFORMS Annual Conference
- 2019:** AI and ML methods for Market Equilibrium. Machine Learning for Science and Engineering (MLSE)
- 2017:** Multiplicative Pacing Equilibria in Auction Markets. INFORMS Annual Conference
- 2017:** Multiplicative Pacing Equilibria in Auction Markets. Duke University CS-ECON Seminar
- 2016:** Arbitrage-Free Combinatorial Market Making via Integer Programming. INFORMS Annual Conference.
- 2015:** Faster First-Order Methods for Extensive-Form Game Solving. INFORMS Annual Conference.
- 2015:** Faster First-Order Methods for Extensive-Form Game Solving. 22nd International Symposium on Mathematical Programming (ISMP).
- 2013:** Computational Bundling for Auctions. INFORMS Annual Conference.

Other talks

- 2016:** First-Order Methods for Extensive-Form Game Solving. CMU AI Seminar.
- 2016:** Faster First-Order Methods for Extensive-Form Game Solving. INFORMS Annual Conference.
- 2016:** Arbitrage-Free Combinatorial Market Making via Integer Programming. Facebook Operations, Economics and Computation group.
- 2016:** Abstraction and convex optimization in sequential game solving. CMU graduate AI class.
- 2015:** Discretization of Continuous Action Spaces in Extensive-Form Games. INFORMS Annual Conference.
- 2014:** Sequential game solving overview. CMU undergrad AI class.
- 2014:** Extensive-Form Game Abstraction with Bounds. CMU theory lunch.
- 2014:** Extensive-Form Game Abstraction with Bounds. CMU open house.

Teaching

IEOR E4525 Machine Learning for OR & FE <i>MS class, Professor</i>	Columbia University <i>2020 Fall</i>
IEOR E8100 Economics, AI, and Optimization <i>PhD class, Professor</i>	Columbia University <i>2020 Spring</i>
IEOR E4004 Optimization Models and Methods <i>MS class, Professor</i>	Columbia University <i>2019 Fall</i>
Electronic Negotiation <i>MS class, Vertical mentor</i>	Carnegie Mellon University <i>2017</i>
Electronic Negotiation <i>MS class, Vertical mentor</i>	Carnegie Mellon University <i>2016</i>
Graduate Artificial Intelligence <i>PhD class, TA</i>	Carnegie Mellon University <i>2016</i>

Electronic Negotiation <i>MS class, Vertical mentor</i>	Carnegie Mellon University 2015
Artificial Intelligence <i>BS class, TA, Nominated for TA award</i>	Carnegie Mellon University 2015
Electronic Negotiation <i>MS class, Vertical mentor</i>	Carnegie Mellon University 2014
Intelligent Systems Programming <i>MS class, TA</i>	IT University of Copenhagen 2012
Algorithm Design <i>MS class, TA</i>	IT University of Copenhagen 2011

Service

Thesis committee/review: Jalaj Bhandari, IEOR at Columbia University, 2020, Andrea Celli, Information Technology at Politecnico di Milano, 2019,

Senior Program Committee: AAAI 2020, 2021 Main Track, AAAI 2020, 2021 Social Impact Track

Program Committee: AAAI 2019, DAI 2019, EC 2019, 2020, IJCAI 2016, 2018, 2019, NeurIPS 2020, WEB 2020, Computer Poker Workshop at AAAI 2017

Reviewing: AAAI 2017, ACM Transactions on Economics and Computation, 2013, 2014, 2016, 2018, AISTATS 2017, Artificial Intelligence 2018, 2019, EC 2017, ICML 2016, IJCAI 2016, 2018, Imperfect-Information Games Workshop 2018, IPCO 2020, Operations Research 2018, 2019 JAAMAS 2015, 2016, TARK 2017, Transactions on Computational Intelligence and AI in Games 2014, 2015, WINE 2015, 2019

Societies: INFORMS, AAAI, ACM

2017 - 2018: Member of the CMU CSD Speakers Club

2014 - 2016: CMU CS Ph.D. admissions committee member

2013: CMU CSD Immigration Course coordinator

Programming

Strong experience: Java, Python, C++, C#

Medium experience: R, SQL, C, HTML, CSS

Familiar with: Matlab, Scala, XSLT, Ruby, Javascript

Frameworks

Statistics/ML: pandas, scikit-learn, tidyverse.

Version control: Git, SVN, Mercurial.

Optimization: CPLEX, Gurobi, NumPy, CVXPY.

Web: ASP.NET, React, Bootstrap, Flask.