Christian Kroer | Curriculum

Vitae

Research interests

Carnegie Mellon University

Systems Developer Netmester A/S

Fields: Artificial intelligence, algorithms, operations research, economics.

Specific: Equilibrium computation, mechanism design, auctions, prediction markets, convex optimization, machine learning, robust optimization, and practical applications.

Education

Ph.D. in computer science, PA, USA	2012–2018
IT University of Copenhagen M.Sc. IT - software development and technology, Denmark	Copenhagen 2009–2012
Aalborg University B.A. human-centered informatics, Denmark	Aalborg 2006–2009
Employment and Internships	
Assistant Professor Columbia University	2019–
Postdoc Facebook, Core Data Science	2018–2019
Research Assistant Carnegie Mellon University	2012–2018
Research Scientist (part-time position) Facebook, Core Data Science	2016–2018
Research Intern Facebook, Core Data Science	Summer 2016
Research Intern Microsoft Research New York City	Summer 2015
Research Assistant (short-term contractor position) Aalborg University	2012
Teaching Assistant IT University of Copenhagen	2011–2012

2010-2011

Pittsburgh

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] Alex Peysakhovich, Christian Kroer, and Adam Lerer. Robust multi-agent counterfactual prediction. In *NeurIPS*, 2019.
- [2] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Optimistic regret minimization for extensive-form games via dilated distance-generating functions. In *NeurIPS*, 2019.
- [3] Christian Kroer, Alexander Peysakhovich, Eric Sodomka, and Nicolas E Stier-Moses. Computing large market equilibria using abstractions. In *EC*, 2019.
- [4] 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.
- [5] Gabriele Farina, Christian Kroer, Noam Brown, and Tuomas Sandholm. Regret circuits: Composability of regret minimizers. In *ICML*, 2019.
- [6] Gabriele Farina, Christian Kroer, Noam Brown, and Tuomas Sandholm. Stable-predictive optimistic counterfactual regret minimization. In *ICML*, 2019.
- [7] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Online convex optimization for sequential decision processes and extensive-form games. In AAAI, 2019.
- [8] Alberto Marchesi, Gabriele Farina, Christian Kroer, Nicola Gatti, and Tuomas Sandholm. Quasi-perfect stackelberg equilibrium. In AAAI, 2019.
- [9] 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*, 2018.
- [10] Christian Kroer, Gabriele Farina, and Tuomas Sandholm. Solving large sequential games with the excessive gap technique. In *NeurIPS* (spotlight presentation), 2018.
- [11] Christian Kroer and Tuomas Sandholm. A unified framework for extensive-form game abstraction with bounds. In *NeurIPS*, 2018.
- [12] Vincent Conitzer, Christian Kroer, Eric Sodomka, and Nicolas E. Stier-Moses. Multiplicative pacing equilibria in auction markets. In *WINE*, 2018.
- [13] Gabriele Farina, Alberto Marchesi, Christian Kroer, Nicola Gatti, and Tuomas Sandholm. Trembling-hand perfection in extensive-form games with commitment. In *IJCAI*, 2018.
- [14] Christian Kroer, Gabriele Farina, and Tuomas Sandholm. Robust stackelberg equilibria in extensive-form games and extension to limited lookahead. In AAAI, 2018.

- [15] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Regret minimization in behaviorally-constrained zero-sum games. In *ICML*, 2017.
- [16] Christian Kroer, Kevin Waugh, Fatma Kılınç-Karzan, and Tuomas Sandholm. Theoretical and practical advances on smoothing for extensive-form games. In *EC*, 2017.
- [17] Christian Kroer, Gabriele Farina, and Tuomas Sandholm. Smoothing method for approximate extensive-form perfect equilibrium. In *IJCAI*, 2017.
- [18] Noam Brown, Christian Kroer, and Tuomas Sandholm. Dynamic thresholding and pruning for regret minimization. In AAAI, 2017.
- [19] Christian Kroer and Tuomas Sandholm. Imperfect-recall abstractions with bounds in games. In *EC*, 2016.
- [20] Christian Kroer, Miroslav Dudík, Sébastien Lahaie, and Sivaraman Balakrishnan. Arbitrage-free combinatorial market making via integer programming. In *EC*, 2016.
- [21] Christian Kroer and Tuomas Sandholm. Sequential planning for steering immune system adaptation. In *IJCAI*, 2016.
- [22] Christian Kroer, Kevin Waugh, Fatma Kılınç-Karzan, and Tuomas Sandholm. Faster first-order methods for extensive-form game solving. In *EC*, 2015.
- [23] Christian Kroer and Tuomas Sandholm. Limited lookahead in imperfect-information games. In *IJCAI*, 2015.
- [24] Christian Kroer and Tuomas Sandholm. Discretization of continuous action spaces in extensive-form games. In *AAMAS*, 2015.
- [25] Christian Kroer and Tuomas Sandholm. Computational bundling for auctions. In *AAMAS*, 2015.
- [26] Christian Kroer and Tuomas Sandholm. Extensive-form game abstraction with bounds. In *EC*, 2014.
- [27] 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.
- [28] Christian Kroer, Martin Kjær Svendsen, Rune M Jensen, Joseph Kiniry, and Eilif Leknes. Symbolic configuration for interactive container ship stowage planning. *Computational Intelligence*, 2014.
- [29] Paolo Viappiani and Christian Kroer. Robust optimization of recommendation sets with the maximin utility criterion. In *ADT*, 2013.
- [30] 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.
- [31] 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. Optimistic regret minimization for extensive-form games via dilated distance-generating functions. In 7th International Workshop on Strategic Reasoning (SR 2019) at IJCAI, 2019.

- [2] Alexander Peysakhovich and Christian Kroer. Fair division without disparate impact. In 3rd Workshop on Mechanism Design for Social Good at EC, 2019.
- [3] 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.
- [4] 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.
- [5] Gabriele Farina, Christian Kroer, Noam Brown, and Tuomas Sandholm. Regret circuits: Composability of regret minimizers. In *AAAI-19 Workshop on Reinforcement Learning in Games*, 2019.
- [6] Alberto Marchesi, Gabriele Farina, Christian Kroer, Nicola Gatti, and Tuomas Sandholm. Quasiperfect stackelberg equilibrium. In AAAI-19 Workshop on Reinforcement Learning in Games, 2019.
- [7] 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.
- [8] 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.
- [9] Christian Kroer and Tuomas Sandholm. A unified framework for extensive-form game abstraction with bounds. In Al³ workshop at IJCAI, 2018.
- [10] 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.
- [11] 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.
- [12] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Regret minimization in behaviorally-constrained zero-sum games. In *Algorithmic Game Theory Workshop at IJCAI*, 2017.
- [13] Noam Brown, Christian Kroer, and Tuomas Sandholm. Dynamic thresholding and pruning for regret minimization. In *Algorithmic Game Theory Workshop at IJCAI*, 2016.
- [14] Christian Kroer and Tuomas Sandholm. Imperfect-recall abstractions with bounds. In Algorithmic Game Theory Workshop at IJCAI, 2015.
- [15] 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**: All 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 Al 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 Al 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

Intro to Optimization Professor	Columbia University 2019
Electronic Negotiation Vertical mentor	Carnegie Mellon University 2017
Electronic Negotiation Vertical mentor	Carnegie Mellon University 2016
Graduate Artificial Intelligence TA	Carnegie Mellon University 2016
Electronic Negotiation Vertical mentor	Carnegie Mellon University 2015
Artificial Intelligence TA, Nominated for TA award	Carnegie Mellon University 2015

Electronic Negotiation

Vertical mentor

Intelligent Systems Programming

TA

Algorithm Design

TΑ

Carnegie Mellon University

IT University of Copenhagen

2012

IT University of Copenhagen

2011

Service

Senior Program Committee: AAAI 2020

Program Committee: AAAI 2019, DAI 2019, EC 2019, IJCAI 2016, 2018, 2019, Computer Poker

Workshop at AAAI 2017

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

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.