Andrea Celli

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Research interests

Topics at the intersection of Computer Science, Economics, Optimization & Machine Learning. In particular, I am interested in equilibrium computation problems, learning in presence of strategic agents, decision making under uncertainty, multi-agent learning, auctions, market design problems.

Employment

Assistant Professor	**Milan**
Bocconi University	*September 2021 – Present*
Postdoctoral researcher	**London**
Facebook Core Data Science	*June 2020 – June 2021*
Postdoctoral researcher	**Milan**
Politecnico di Milano	*November 2019 – May 2020*

Education

Politecnico di Milano	**Milan**
PhD in Computer Science	*2016 – February 2020*
Carnegie Mellon University	**Pittsburgh**
Visiting Scholar	*Jan 2018 – May 2018*
Politecnico di Milano	**Milan**
MSc in Computer Science and Engineering, Grade: 110 cum laude/110	*2014 – 2016*
Politecnico di Milano	**Milan**
BSc in Computer Science and Engineering, Grade: 110 cum laude/110	*2011 – 2014*

Publications

Conference Papers

[C1]   G. Farina,   **A. Celli**,   N. Gatti,   T. Sandholm, "Connecting optimal ex-ante collusion in teams to extensive-form correlation: Faster algorithms and positive complexity results," in *ICML*, 2021.

[C2]   M. Castiglioni,   A. Marchesi,   **A. Celli**,   N. Gatti, "Multi-receiver online bayesian persuasion," in *ICML*, 2021.

[C3]   M. Castiglioni,   **A. Celli**,   A. Marchesi,   N. Gatti, "Signaling in bayesian network congestion games: The subtle power of symmetry," in *AAAI*, 2021.

[C4]   F. Cacciamani,   **A. Celli**,   M. Ciccone,   N. Gatti, "Multi-agent coordination in adversarial environments through signal mediated strategies," in *AAMAS*, 2021.

[C5]   **A. Celli**,   A. Marchesi,   G. Farina,   N. Gatti, "No-regret learning dynamics for extensive-form correlated equilibrium," in *NeurIPS (Oral presentation and best paper award), also appeared at Highlights Beyond EC '21 and IJCAI SCBP '21*, 2020.

[C6]   M. Castiglioni,   **A. Celli**,   A. Marchesi,   N. Gatti, "Online bayesian persuasion," in *NeurIPS (Spotlight presentation)*, 2020.

[C7]   **A. Celli**,   S. Coniglio,   N. Gatti, "Private bayesian persuasion with sequential games," in *AAAI*, 2020.

[C8] M. Castiglioni, **A. Celli**, N. Gatti, "Persuading voters: It's easy to whisper, it's hard to speak loud," in *AAAI*, 2020.

[C9] **A. Celli**, A. Marchesi, T. Bianchi, N. Gatti, "Learning to correlate in multi-player general-sum sequential games," in *NeurIPS*, 2019.

[C10] **A. Celli**, S. Coniglio, N. Gatti, "Computing optimal ex ante correlated equilibria in two-player sequential games," in *AAMAS*, 2019.

[C11] **A. Celli**, G. Romano, N. Gatti, "Personality-based representations of imperfect-recall games," in *AAMAS (Extended Abstract)*, 2019.

[C12] G. Farina, **A. Celli**, N. Gatti, T. Sandholm, "Ex ante coordination and collusion in zero-sum multi-player extensive-form games," in *NeurIPS*, 2018.

[C13] **A. Celli** and N. Gatti, "Computational results for extensive-form adversarial team games," in *AAAI*, 2018.

[C14] **A. Celli**, A. Marchesi, N. Gatti, "On the complexity of nash equilibrium reoptimization," in *UAI*, 2017.

[C15] N. Basilico, **A. Celli**, G. De Nittis, N. Gatti, "Team-maxmin equilibrium: Efficiency bounds and algorithms," in *AAAI*, 2017.

[C16] N. Basilico, **A. Celli**, G. D. Nittis, N. Gatti, "Coordinating multiple defensive resources in patrolling games with alarm systems," in *AAMAS*, 2017.

Journal Papers

[J1] M. Castiglioni, **A. Celli**, N. Gatti, "Public bayesian persuasion: Being almost optimal and almost persuasive," *Under review*, 2021.

[J2] **A. Celli** and A. Marchesi, "Learning dynamics in limited-control repeated games," *Intelligenza Artificiale*, 2018.

[J3] N. Basilico, **A. Celli**, G. D. Nittis, N. Gatti, "Computing the team–maxmin equilibrium in single–team single–adversary team games," *Intelligenza Artificiale*, 2017.

Workshop Papers

[W1] **A. Celli**, R. Colini-Baldeschi, C. Kroer, E. Sodomka, "The parity ray regularizer for pacing in auction markets," in *Sixth Marketplace Innovation Workshop (MIW)*, 2021.

[W2] G. Farina, **A. Celli**, N. Gatti, T. Sandholm, "Faster algorithms for optimal ex-ante coordinated collusive strategies in extensive-form zero-sum games," in *AAAI, Workshop on Reinforcement Learning in Games*, 2021.

[W3] M. Castiglioni, **A. Celli**, A. Marchesi, N. Gatti, "Online bayesian persuasion," in *AAAI, Workshop on Reinforcement Learning in Games*, 2021.

[W4] **A. Celli**, A. Marchesi, G. Farina, N. Gatti, "No-regret learning dynamics for extensive-form correlated equilibrium," in *AAAI, Workshop on Reinforcement Learning in Games*, 2021.

[W5] ——, "No-regret learning dynamics for extensive-form correlated equilibrium," in *NeurIPS, Cooperative AI Workshop*, 2020.

[W6] F. Cacciamani, **A. Celli**, M. Ciccone, N. Gatti, "Multi-agent coordination through signal mediated strategies," in *NeurIPS, Cooperative AI Workshop*, 2020.

[W7] G. Farina, **A. Celli**, N. Gatti, T. Sandholm, "Faster algorithms for optimal ex-ante coordinated collusive strategies in extensive-form zero-sum games," in *NeurIPS, Cooperative AI Workshop*, 2020.

[W8] **A. Celli**, A. Marchesi, T. Bianchi, N. Gatti, "Learning to correlate in multi-player general-sum sequential games," in *NeurIPS, Smooth Games Optimization and Machine Learning Workshop*, 2019.

[W9] G. Farina, **A. Celli**, N. Gatti, T. Sandholm, "Ex ante coordination in team games," in *AAAI, Workshop on Reinforcement Learning in Games*, 2019.

[W10] **A. Celli** and A. Marchesi, "Nash equilibrium reoptimization is hard," in *IJCAI, Algorithmic Game Theory Workshop*, 2017.

[W11]   N. Basilico,   **A. Celli**,   G. D. Nittis,   N. Gatti, "Coordinating multiple defensive resources in patrolling games with alarm systems," in *AAMAS, Workshop on Adversarial Reasoning in Multi-Agent Systems*, 2017.

Teaching

- Optimization, Bocconi University (Ph.D. course)   2021-2022
- Computer Programming and Database Systems, Bocconi University (M.Sc. course) 2021-2022
- Race Strategies Computation, Ferrari S.p.A.   2019
- Game Theory, Politecnico di Milano, TA   2019–2020
- Informatica A, Politecnico di Milano, TA   '18–'19, '19–'20
- Economics and Computation, Politecnico di Milano, TA   '17–'18, '18–'19

Honors and Awards

- NeurIPS 2020 Best Paper Award   2020
- Lesmo Award for the best Italian MSc Thesis in Artificial Intelligence   2017
- National Doctoral Scholarship   2016–2019
  Sponsored by the Ministry of Education, Universities and Research

Talks

Invited Talks

- Algorithmic Bayesian Persuasion   2021
  At the explAIn workshop (Virtual)
- No-Regret Learning Dynamics for Extensive-Form Correlated Equilibrium   2021
  At Facebook London ML Seminars (Virtual)
- No-Regret Learning Dynamics for Extensive-Form Correlated Equilibrium   2021
  At Facebook Economics, Algorithms and Optimization Seminars (Virtual)
- No-Regret Learning Dynamics for Extensive-Form Correlated Equilibrium   2021
  At Coveo ML Seminars (Virtual)
- Bayesian Persuasion in Voting Scenarios   2019
  At MAPLE'19 (Markets, Algorithms, Prediction and Learning) in Milan
- Adversarial Team Games   2017
  At the International Conference of the Italian Association for Artificial Intelligence

Seminars

- Bayesian Persuasion   2017
  At Politecnico di Milano, Permanent Itinerant Game Theory Seminars (P.I.G.S.)
- Adversarial Team Games   2017
  At University of Milan-Bicocca, Permanent Itinerant Game Theory Seminars (P.I.G.S.)

Service

- **PC**: AAAI '18–'21, ECAI '20, IJCAI '20, NeurIPS '20–'21, WINE '21. **Reviewing**: AAMAS '17, IJCAI '17-'19, WWW '20, ICML '21, EC '21

Programming and Frameworks

- Programming languages: Python (Advanced), Java, C, R, RUST (beginner), Julia (beginner)
- Optimization frameworks: AMPL

○ Solvers: CPLEX, Gurobi, BARON, Xpress

Languages

○ Italian: mother tongue
○ English: proficient user
    ○ IELTS Academic, Overall band score 8 (level C2)   2013