Antonio Di Stasio

Personal Information

Name & Surname Antonio Di Stasio

Research Interests

Topics Game Theory, Parity Games, Formal Aspects of System Specification, Veri-

fication, Synthesis, and Automated Planning.

Experiences

Date (from - to) Jan 3, 2023 -present

Qualification Senior Research Assistant

Project WhiteMech

Institute "University of Oxford

Advisor Prof. Dr. Giuseppe De Giacomo

Date (from - to) July 1, 2020 - Dec 2022

Qualification Post-doctoral researcher

Project WhiteMech

Institute "La Sapienza" University of Rome

Advisor Prof. Dr. Giuseppe De Giacomo

Date (from - to) June 1, 2019 - May 31, 2020

Qualification Post-doctoral researcher

Project Metodi e tecniche di supporto alla creatività digitale

Institute "La Sapienza" University of Rome

Advisor Prof. Dr. Massimo Mecella

Date (from - to) Aug 3, 2015 - Oct 31, 2015

Qualification Research Scholarship

Project Formal methods based on game theory

Institute University of Naples "Federico II", Italy

Supervisor Prof. Aniello Murano

Former Positions

Date (from - to) November 5, 2017 - May 21, 2018

Qualification Visiting Scholar

Department Department of Computer Science

Institute Rice University, Houston, Texas, USA

Supervisor Prof. Moshe Y. Vardi

Education Degrees

Date (from - to) November 2015 - February 2019

Qualification Doctorate (Ph.D.) **Field** Computer Science

Institute University of Naples "Federico II", Italy

Supervisor Prof. Aniello Murano

Date (from - to) 2011 - 2015

Degree Master Degree in Computer Science (Class LM-18)

Institute University of Naples "Federico II", Italy

Obtained on March 16th, 2015 Final mark 110/110 cum laude

Thesis An Accelerated Algorithm for log-color parity games

Supervisor Prof. Aniello Murano

Date (from - to) 2006 - 2011

Degree Bachelor Degree in Computer Science (Class 26)

Institute University of Naples "Federico II", Italy

Obtained on March 23rd, 2011

Final mark 106/110

Thesis Studio, elaborazione ed implementazione di un algoritmo di ranking per

giochi di parità

Supervisor Prof. Aniello Murano

High school diploma

Date (from - to) 2001 - 2006

Degree Industrial Technical Institute Diploma

Institute Istituto Tecnico Industriale A.Righi VIII - Naples, Italy

Obtained on July 4th, 2006

Final mark 82/100

Technology Skills

Languages: C/C++, Java, OCamlMarkup Languages: XML, HTML, LatexOperative Systems: Windows, Linux, Mac OS

Languages

Mother tongue Italian Foreign language English

Publications

- [1] Antonio Di Stasio, Paolo Domenico Lambiase, Vadim Malvone, and Aniello Murano. Dynamic Escape Game (Demonstration). In AAMAS 2018, pages 1806-1808, 2018.
- [2] Antonio Di Stasio, Aniello Murano, and Moshe Y. Vardi. Solving Parity Games: Explicit vs Symbolic. In CIAA 2018, pages 159-172, 2018.
- [3] Giuseppe De Giacomo, Aniello Murano, Sasha Rubin, and Antonio Di Stasio. Imperfect-Information Games and Generalized Planning. In IJCAI 2016, pages 1037-1043, 2016.
- [4] Antonio Di Stasio, Aniello Murano, Giuseppe Perelli, and Moshe Y. Vardi. Solving Parity Games Using an Automata-Based Algorithm. In CIAA 2016, pages 64-76, 2016.
- [5] Antonio Di Stasio, Aniello Murano, Vincenzo Prignano, and Loredana Sorrentino. Solving Parity Games in Scala. In FACS 2014, pages 145–161, 2014.
- [6] Giuseppe De Giacomo, Antonio Di Stasio, Francesco Fuggitti, and Antonio Di Stasio. Pure-past linear temporal and dynamic logic on finite traces. In IJCAI 2020, pages 4959-4965.
- [7] Giuseppe De Giacomo, Antonio Di Stasio, Moshe Y. Vardi, and Shufang Zhu. Two-stage technique for Itlf synthesis under LTL assumptions. In KR 2020, pages 304-314, 2020.
- [8] Giuseppe De Giacomo, Antonio Di Stasio, Giuseppe Perelli, and Shufang Zhu. Synthesis with mandatory stop actions. In KR 2021, pages 237–246, 2021.
- [9] Giuseppe De Giacomo, Antonio Di Stasio, Lucas M. Tabajara, Moshe Y. Vardi, and Shufang Zhu. Finite-trace and generalized-reactivity specifications in temporal synthesis. In IJCAI 2021, pages 1852–1858, 2021.
- [10] Antonio Di Stasio. LTLf synthesis under environment specifications. In ICTCS 2022, pages 40-46, 2022.
- [11] Giuseppe De Giacomo, Suguman Bansal Antonio Di Stasio, Yong Li, Moshe Y. Vardi, and Shufang Zhu. Compositional Safety LTL Synthesis. In *VSTTE 2022*, pages 1–19, 2022.
- [12] Antonio Di Stasio. Explicit and symbolic approaches for parity games (short paper). In SPIRIT 2022, 2022.

- [13] Davide Catta., Antonio Di Stasio., Jean Leneutre., Vadim Malvone., and Aniello Murano. A game theoretic approach to attack graphs. In *ICAART* 2023, pages 347–354, 2023.
- [14] Giuseppe De Giacomo, Antonio Di Stasio, Lucas M. Tabajara, Moshe Y. Vardi, and Shufang Zhu. Finite-trace and generalized-reactivity specifications in temporal synthesis. Formal Methods in System Design (2023), 2023.

Scientific Communications

Conference talks

Title Explicit and Symbolic Approaches for Parity Games

Date November 29, 2022 **Event** SPIRIT 2022, Udine

Title Compositional Safety LTL Synthesis

Date October 17, 2022Event VSTTE 2022, Trento

Title LTLf Synthesis Under Environment Specifications

Date September 7, 2022 **Event** ICTCS 2022, Rome

Title LTLf Synthesis Under Environment Specifications (Invited Talk)

Date August 31, 2022

Event VardiFest 2022, Haifa, Israel

Title Two-Stage Technique for LTLf Synthesis Under LTL Assumptions

Date September 15, 2020 Event Highlights 2021, Online

Title Two-Stage Technique for LTLf Synthesis Under LTL Assumptions

Date September 18, 2020

Event KR 2020, Online

Title Solving Parity Games: Explicit vs Symbolic

Date July 8, 2018

Event 6th International Workshop on Strategic Reasoning (SR 2018), Oxford, UK

Title Solving Parity Games Using An Automata-Based Algorithm

Date July 22, 2016

Event 21st International Conference on Implementation and Application of Automata (CIAA 2016), Seoul, South Korea

Title Solving parity games in scala

Date October 10, 2014

Event Formal Aspects of Component Software (FACS 2014), Bertinoro, Italy

Event Organization

Co-Chair On the Effectiveness of Temporal Logics on Finite Traces in Al

Organizing ICTCS 2017, CILC 2017 Committee member

Community Services

Activities Program Committee Member: ECAI 2020, AAAI 2021, IJCAI Survery Track 2021, AAMAS 2021, AAMAS 2022, IJCAI Survery Track 2021, IJCAI

Survery Track 2022, IJCAI 2022 Main Track, KR 2023, ECAI 2023 Subreviewer: MFCS 2017, ICTCS 2017, AAMAS 2018, IJCAI 2018

Journal Reviewer: Fundamenta Informaticae

Teaching Activities

Course Game-Theoretic Approach to Planning and Synthesis

Date (from - to) 24-28 July 2023

Event ESSAI 2023 (Summer School)

Course Game-Theoretic Approach to Planning and Synthesis (Phd Course)

Date (from - to) 4-8 July 2022

Event PhD Course - Sapienza University of Rome

Teaching Assistant

Tutor for the course Foundations of Self-Programming Agents

Date (from - to) January 2023 - March 2023, Hilary Term

Institute Department of Computer Science, University of Oxford

Principal Instructor Prof. Giuseppe De Giacomo

Tutor for the course Programming - Lab.

Date (from - to) September 2018 - December 2018

Institute University of Naples "Federico II", Italy

Principal Instructor Prof. Aniello Murano

Tutor for the course Algorithms and data structures - Lab.

Date (from - to) March 2017 - October 2018

Institute University of Naples "Federico II", Italy

Principal Instructor Prof. Aniello Murano

Tutor for the course Mathematics

Date (from - to) Novermber 2016 - February 2017

Institute University of Naples "Federico II", Italy

Principal Instructor Prof. Livia D'Apuzzo

Tutor for the course Algorithms and data structures - Lab.

Date (from - to) March 2016 - February 2017

Institute University of Naples "Federico II", Italy

Principal Instructor Prof. Aniello Murano

References

Reference Prof. Aniello Murano

Institute University of Naples "Federico II", Italy

Email murano@na.infn.it

Reference Prof. Moshe Y. Vardi

Institute Rice University, Houston, TX, USA

Email vardi@cs.rice.edu

Reference Prof. Giuseppe De Giacomo

 $\textbf{Institute} \quad \text{University of Oxford, UK}$

Email giuseppe.degiacomo@cs.ox.ac.uk