Dr. Edon Kelmendi

Birth place: Prishtinë, Kosovë Birth date: 20 May 1989 Nationality: Kosovar

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Professional Appointments

2023 – now **Lecturer**

School of Electronic Engineering and Computer Science

Queen Mary, University of London

2021 – 2023 Research Associate

Max Planck Institute for Software Systems Advised by: Joël Ouaknine and James Worrell

2019 – 2021 Research Associate

University of Oxford

Advised by: Joël Ouaknine and James Worrell

2018 – 2019 Research Associate

University of Warsaw

Advised by: Mikołaj Bojańczyk

2017 – 2018 Research Associate

Technical University of Munich

Advised by: Anca Muscholl and Jan Křetínský

Education

2013 – 2016 **Doctorate**, LaBRI, Université de Bordeaux, France

Thesis title: Two-Player Stochastic Games with Perfect and Zero Information

Advisors: Hugo Gimbert and François Dufour

2011 – 2013 Masters, Université de Bordeaux, France

Thesis title: Value 1 Problem for Probabilistic Automata

Advisor: Hugo Gimbert Mention: Très bien

2007 – 2010 BEng, Informatics, Universiteti i Prishtinës, Republic of Kosovo

Interests

I am broadly interested in theoretical computer science, with a focus on algorithmic verification, logics, automata, games, and dynamical systems.

7

Publications

Journal Articles

- Hugo Gimbert, Edon Kelmendi. Submixing and Shift-Invariant Stochastic Games. *International Journal of Game Theory (IJGT); to appear.*
- Julia Eisentraut, Edon Kelmendi, Jan Křetínský, Maximilian Weininger. Value Iteration for Simple Stochastic Games: Stopping Criterion and Learning.

 Information and Computation, Volume 285, Part B, 104886 (Inf. Comput. 285)

 doi:10.1016/j.ic.2022.104886

Toghrul Karimov, Edon Kelmendi, Joël Ouaknine, James Worrell. What's Decidable About Discrete Linear Dynamical Systems? *In: Raskin, JF., Chatterjee, K., Doyen, L., Majumdar, R. (eds)* **Principles of Systems Design.** *Lecture Notes in Computer Science, vol 13660. Springer, Cham.* doi:10.1007/978-3-031-22337-2_2

Nathanaël Fijalkow, Hugo Gimbert, Edon Kelmendi, Youssouf Oualhadj. Deciding the Value 1 Problem for Probabilistic Leaktight Automata. *Logical Methods in Computer Science* (LMCS) Volume 11, Issue 2 doi:10.2168/LMCS-11(2:12)2015

Conference Proceedings

- Edon Kelmendi. Computing the Density of the Positivity Set for Linear Recurrence Sequences. *Proceedings of the 37th Annual ACM/IEEE Symposium on Logic in Computer Science (LICS)* doi:10.1145/3531130.3532399. Distinguished Paper Award.
- Shaull Almagor, Toghrul Karimov, Edon Kelmendi, Joël Ouaknine, James Worrell. Deciding ω -Regular Properties on Linear Recurrence Sequeneces. Proceedings of the ACM on Programming Languages (POPL), Volume 5, Article No.: 48 doi:10.1145/3434329
- Shaull Almagor, Edon Kelmendi, Joël Ouaknine, James Worrell. Invariants for Continuous Linear Dynamical Systems. *Proceedings of the 47th International Colloquium on Automata, Languages, and Programming (ICALP), 107:1–107:15* doi:10.4230/LIPIcs.ICALP.2020.107
 - Mikołaj Bojańczyk, Edon Kelmendi, Rafał Stefański, Georg Zetzsche. Extensions of ω -Regular Languages. *Proceedings of the 35th Annual ACM/IEEE Symposium on Logic in Computer Science* (LICS), *Pages 266-272* doi:10.1145/3373718.3394779
- Mikołaj Bojańczyk, Edon Kelmendi, Michał Skrzypczak. MSO+∇ is undecidable. Proceedings of the 34th Annual ACM/IEEE Symposium on Logic in Computer Science (LICS), Pages 1-13 doi:10.1109/LICS.2019.8785892
- Edon Kelmendi, Julia Krämer, Jan Křetínský, Maximilian Weininger. Value Iteration for Simple Stochastic Games: Stopping Criterion and Learning Algorithm. *In Computer Aided Verification (CAV). Lecture Notes in Computer Science, vol 10981. pp 623-642.*Springer, Cham. doi:10.1007/978-3-319-96145-3_36
- Mikołaj Bojańczyk, Hugo Gimbert, Edon Kelmendi. Emptiness of Zero Automata is Decidable. In Proceedings of the 44th International Colloquium on Automata, Languages, and Programming (ICALP), 106:1–106:13 doi:10.4230/LIPIcs.ICALP.2017.106

	Nathanaël Fijalkow, Hugo Gimbert, Edon Kelmendi, Denis Kuperberg. Stamina:	}	()
	Stabilisation Monoids in Automata Theory. In Implementation and Application of		
	Automata (CIAA). Lecture Notes in Computer Science, vol 10329. Springer, Cham.		
	doi:10.1007/978-3-319-60134-2_9		
2016	Edon Kelmendi, Hugo Gimbert. Deciding Maxmin Reachability in Half-Blind	۴	
	Stochastic Games. In Symposium of Algorithmic Game Theory (SAGT). Lecture Notes		
	in Computer Science, vol 9928, Springer Rerlin, doi:10.1007/978-3-662-53354-3-5		

Teaching

2022 – 2023	Object-Oriented Programming, Second Lecturer. Queen Mary University of London.	UG
2020 – 2021	Probabilistic Model Checking, Tutorials. University of Oxford	PG
2016 – 2017	Logique et Preuve, Tutorials and some lectures. Université de Bordeaux.	UG
	Coloration Informatique, Tutorials. Université de Bordeaux.	UG
2015 – 2016	Informatique Théorique 1, Tutorials and some lectures. Université de Bordeaux.	UG
	Algorithmes et Programmes, Tutorials. Université de Bordeaux.	UG

Student supervision

Intern

2022 – 2022 Faraz Ghahremani Summer internship at Max Planck Institute for Software Systems

Languages

Albanian Native
English Fluent
French Advanced