Curriculum Vitae of Gianpiero Monaco

1. Personal information, studies and positions held
2. Research activity
3. Teaching activity
4. List of publications

1. Personal information, Studies and Positions held

Personal information

Citizenship: Italian
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Web: http://www.gianpieromonaco.com

Studies

2006: Master Degree cum Laude in Computer Science – University of L'Aquila, Italy.

2010: European PhD in Computer Science – University of L'Aquila, Italy.

National Scientific Qualification (ASN)

August 2018: Habilitation as Associate Professor (seconda fascia) both in Computer Science ("Informatica", 01/B1), and in Data Processing Systems ("Sistemi di Elaborazione delle Informazioni", 09/H1).

Positions

November 2009 – October 2010: Research fellow at INRIA Sophia Antipolis, Project Team MASCOTTE, France.

November 2010 – February 2011: Research fellow at Department of Science, University of Chieti-Pescara, Italy.

March 2011 – February 2012: Research fellow at the Department of Computer Science, University of L'Aquila, Italy.

March 2012 – April 2012: Research fellow at the Institute of Informatics, University of Warsaw, Poland.

April 2012 – December 2021: Assistant Professor (tenure track – ricercatore a tempo indeterminato) of Computer Science (sector 01/B1) at the Department of Information Engineering Computer Science and Mathematics – University of L'Aquila, Italy.

April 2022 – ongoing: Invited by the University of Paris Dauphine for a research collaboration of one month during the academic year 2021-2022.

From January 2022 – ongoing (current position): Associate Professor of Computer Science (sector 01/B1) at the Department of Information Engineering Computer Science and Mathematics – University of L'Aquila, Italy.

Academic roles

From 2018 – ongoing: Coordinator for the University of L'Aquila of the international double degree Master in Computer Science UBIDIS (UBIquitus computing and DIstributed Systems), between University of L'Aquila (Italy) and University of Côte d'Azur (France).

From 2013 – ongoing: Member of the Doctoral Program Committee in Information and Communication Technology ICT – University of L'Aquila, Italy.

2014–2015: Member of the VQR Committee of the Department of Information Engineering Computer Science and Mathematics – University of L'Aquila, Italy.

2018 – 2021: Member of the Research Committee of the Department of Information Engineering Computer Science and Mathematics – University of L'Aquila, Italy.

From 2018 – ongoing: Member of the Didactic Committee of Computer Science Bachelor and Master Degrees – University of L'Aquila, Italy.

2019: Coordinator of the Career Day 2019 of Computer Science Bachelor and Master Degrees – University of L'Aquila, Italy.

From 2021 – ongoing: Member of the Emergency Management Committee of the Department of Information Engineering Computer Science and Mathematics – University of L'Aquila, Italy.

From 2022 – ongoing: He is in charge of the memorandum of understanding (MoU) between the Department of Information Engineering Computer Science and Mathematics of the University of L'Aquila and the Department of Economic Studies of the University of Chieti–Pescara. This MoU aims at advancing the collaboration in activities pertaining to the research and development of the following research areas: algorithms and data structures, algorithmic game theory, multiagent systems, optimization problems, distributed systems.

He has been member of several committees for doctoral, post-doctoral and post-graduate grants. Moreover, he has taken part to the organizing committee of SHARPER (notte dei ricercatori).

Long term visits

November – December 2007 and May – August 2008: Visitor at the Department of Computer Engineering & Informatics – University of Patras (Greece) hosted by Prof. Christos Kaklamanis and Prof. Ioannis Caragiannis.

May 2011: Visitor at the Department of Computer Science of Technion – Haifa (Israel), hosted by Prof. Shmuel Zaks.

November 2011 – January 2012: Visitor at the Division of Mathematical Sciences – Nanyang Technological University (Singapore) hosted by Prof. Edith Elkind.

March 2012 – October 2012, February 2014 – March 2014, October 2014 – November 2014: Visitor at the Institute of Informatics – University of Warsaw (Poland) hosted by Prof. Piotr Sankowski.

September 2013: Visitor at INRIA Sophia Antipolis (France) hosted by Dr. David Coudert.

October 2019: Visitor at the Department of Computer Science – University of Oxford (United Kingdom) hosted by Prof. Edith Elkind.

April 2022: Visitor at the LAMSADE – University Paris Dauphine (France) hosted by Dr. Laurènt Gourves.

He did many seminars during visiting research periods at national and international research centers and Universities.

2. Research Activity

The research activity focused on issues related to the theoretical analysis and design of efficient algorithms, computational complexity, approximate and online algorithms, algorithmic game theory, economics and computation. It has been performed also in collaboration with reputed scientists in the corresponding fields and with several prestigious national and international research centers, with which he currently maintains active collaborations.

Collaborations

International collaborations in which he is directly involved, are:
Prof. Edith Elkind and Dr. Dominik Peters – University of Oxford (United Kingdom), Prof. Piotr Sankowski – University of Warsaw (Poland), Prof. Ioannis Caragiannis – University of Patras (Greece), Prof. Shmuel Zaks – Technion (Israel), Dr. Mordechai Shalom – Tel Hai College (Israel), Dr. David Coudert – INRIA (France), Dr. Stephanne Perennes – CNRS (France), Dr. Laurènt Gourves – University Paris Dauphine (France), Dr. Angelo Fanelli – CNRS (France), Dr. Ayumi Igarashi – University of Tokio (Japan), Dr. Yllka Velaj – University of Vienna.

National collaborations (excluding researchers from University of L'Aquila) in which he is directly involved, are:
Prof. Michele Flammini, Dr. Gianlorenzo D'angelo, Dr. Cosimo Vinci and Dr. Bojana Kodric – GSSI, Prof. Alberto Marchetti Spaccamela and Prof. Stefano Leonardi – University of Rome "La Sapienza", Prof. Vittorio

Bilò – University of Salento, Prof. Luca Moscardelli – University of Chieti-Pescara, , Dr. Luciano Gualà – University of Rome "Tor Vergata".

PhD supervising

Supervision of 2 PhD students:
– Raffaello Carosi at the Gran Sasso Science Institute (GSSI) institute of L'Aquila. He has defended his Phd thesis on July 2019.
– Francesco Cellinese (co-supervisioning with Gianlorenzo D'Angelo) at the Gran Sasso Science Institute (GSSI) institute of L'Aquila. He has defended his Phd thesis on July 2019.

PhD committee

– Member of the committee for the PhD thesis defense in Computer Science of Cosimo Vinci, at Gran Sasso Science Institute (GSSI), L'Aquila, Italy, on June 15, 2018.
– Member of the committee for the PhD thesis defense in Computer Science of Pandey Bishwajeet, at Gran Sasso Science Institute (GSSI), L'Aquila, Italy, on July 11, 2019.
– Member of the committee for the PhD thesis defense in Computer Science of Giovanna Varricchio, at Gran Sasso Science Institute (GSSI), L'Aquila, Italy, on April 27, 2021.
– Member of the committee for the PhD thesis defense in Information and communication Technology (ICT) of Fatemeh Katafash Ranjbar, at University of L'Aquila, Italy, on February 25, 2022.

Personal funds

September 2017 – ongoing: 50000E funding by Gunpowder S.R.L., for applied research and research grants focusing on innovative solutions in cloud computing, big data, data analysis and internet of things.

2018: He has been awarded with the annual funding for basic research (FFABR 2017) from the Italian ministry for research.

National and international projects

November 2006 – October 2008: Participant to the international project COST 293: "Graphs and algorithms in communication networks".

April 2010 – March 2011: Participant to the national project PRIN: "Aspetti algoritmici e strategici in reti di comunicazione non coordinate".

March 2012 – December 2014: Participant to the international ERC project: "PAAL Practical Approximation Algorithms", lead by Prof. Piotr Sankowski.

February 2013 – February 2016: Participant to the national project PRIN: "ARS TechnoMedia Algoritmica per le Reti Sociali Tecno-mediate".

Professional activities and services

- Member of the Program Committee Board of the International Joint Conference on Artificial Intelligence (IJCAI 2022, IJCAI 2023, IJCAI 2024).

- Program committees member of:

The 22nd International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2023).

* The 37th AAAI Conference on Artificial Intelligence (AAAI 2023).

* The 37th AAAI Conference on Artificial Intelligence (AAAI 2023), Student poster track.

* The 31st International Joint Conference on Artificial Intelligence and the 25th European Conference on Artificial Intelligence (IJCAI-ECAI 2022).

* The 21st International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2022). Senior PC.

* The 36th AAAI Conference on Artificial Intelligence (AAAI 2022).

* The 36th AAAI Conference on Artificial Intelligence (AAAI 2022), Student poster track.

* The 6th International Symposium on Algorithmic Aspects of Cloud Computing (ALGOCLOUD 2021).

* The 30th International Joint Conference on Artificial Intelligence (IJCAI 2021).

* The 20th International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2021).

* The Thirty-Fifth AAAI Conference on Artificial Intelligence (AAAI 2021).

* The Thirty-Fifth AAAI Conference on Artificial Intelligence (AAAI 2021), Student poster track.

* The 29th International Joint Conference on Artificial Intelligence (IJCAI 2020).

* The Nineteenth International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS 2020).

* The 24th European Conference on Artificial Intelligence (ECAI 2020).

* The Thirty-Fourth AAAI Conference on Artificial Intelligence (AAAI 2020).

* The Thirty-Fourth AAAI Conference on Artificial Intelligence (AAAI 2020), Student poster track.

* The 28th International Joint Conference on Artificial Intelligence (IJCAI 2019).

* The 2019 International Conference on High Performance Computing & Simulation (HPCS 2019).

* The 19th ACM conference on Economics and Computation (EC 2018).

* The 16th Workshop on Approximation and Online Algorithms (WAOA 2018).

* The 10th International Symposium on Algorithmic Game Theory (SAGT 2017).

* The 30th IEEE International Parallel & Distributed Processing Symposium (IPDPS 2016).

* The 25th International Joint Conference on Artificial Intelligence (IJCAI 2016).

- Since August 2022: Member of the Editorial Board (Academic editor) in the international journal “PLOS ONE” (eISSN: 1932-6203, PLOS).

- Since May 2022: Member of the Editorial Board in the international journal “Open Computer Science” (ISSN: 2299-1093, De Gruyter).

- Since February 2022: Member of the Topical Advisory Panel (topic editor) in the international journal “Algorithms” (ISSN 1999-4893, MDPI).

- Since February 2022: Member of the Topical Advisory Panel (topic editor) in the international journal “Games” (ISSN 2073-4336, MDPI).

- Guest editor for the international journal “Algorithms” (ISSN 1999-4893, MDPI), special Issue " Algorithmic Game Theory and Graph Mining", ongoing (deadline for submission December 1, 2022).

- Guest editor for the international journal “Algorithms” (ISSN 1999-4893, MDPI), special Issue "Multi-Agent Systems Design, Analysis, and Applications", years 2020 – 2021.

- Organizing committee member of the 10th International Symposium on Algorithmic Game Theory (SAGT 2017).

- Session Chair “Approximation Algorithms” at the 15th Workshop on Approximation and Online Algorithms (WAOA) 2017.

- He regularly performs review activity for the most prestigious international journals and conferences.

- 2021: Reviewer of the Phd Thesis by Giovanna Varricchio entitled “Gathering Self-Interested People Together: a Strategic Perspective”. GSSI, L’aquila, Italy.

- 2021-2022: Reviewer for the Italian VQR 2015-2019 (in Italian: Valutazione della Qualità della Ricerca) carried out by ANVUR (Italian National Agency for the Evaluation of Universities and Research Institutes).

Presentation at international conferences

- Relaxed Core Stability in Fractional Hedonic Games. The 30th International Joint Conference on Artificial Intelligence (IJCAI 2021), August 19-26, 2021, Montreal, Canada. Themed virtual reality (Online).

- Local Core Stability in Simple Symmetric Fractional Hedonic Games. The 18th International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2019), May 15-17, 2019, Montreal, Canada.

- On the Performance of Stable Outcomes in Modified Fractional Hedonic Games with Egalitarian Social Welfare. The 18th International Conference

on Autonomous Agents and Multiagent Systems (AAMAS 2019), May 15–17, 2019, Montreal, Canada.

– Pricing Problems with Buyer Preselection. The 43rd International Symposium on Mathematical Foundations of Computer Science (MFCS 2018), August 27–31, 2018, Liverpool, United Kingdom.

– Strategyproof Mechanisms for Additively Separable Hedonic Games and Fractional Hedonic Games. The 15th Workshop on Approximation and Online Algorithms (WAOA 2017), September 7–8, 2017. Vienna, Austria.

– Nash Stability in Fractional Hedonic Games. The 10th Conference on Web and Internet Economics (WINE 2014), December 14–17, 2014, Beijing, China.

– Approximating the Revenue Maximization Problem with Sharp Demands. 14th Scandinavian Symposium and Workshops on Algorithm Theory (SWAT 2014), July 2–4, 2014, Copenhagen, Denmark.
– Optimizing Regenerator Cost in Traffic Grooming. The 14th International Conference On Principles Of Distributed Systems (OPODIS 2010), December 13–17, 2010, Tozeur, Tunisia.

– On the Complexity of the Regenerator Placement Problem in Optical Networks. The 21st ACM Symposium on Parallelism in Algorithms and Architectures (SPAA 2009), August 11–13, 2009, Calgary, Canada.

– A 6/5-approximation algorithm for the maximum 3-cover problem. The 33rd International Symposium on Mathematical Foundations of Computer Science (MFCS 2008), August 25–29, 2008, Torun, Poland.

Invited talk
– Relaxed Core Stability in Fractional Hedonic Games. International Symposium on Artificial Intelligence and Mathematics (ISAIM 2022), January 3–5, 2022, Fort Lauderdale, Florida, United States of America. Themed virtual reality (Online).

– Approximate Pure Nash Equilibria in Digraph k-Coloring Games. GSSI Algorithmic Summer Workshop: Algorithms, Games and Markets, July 13–14, 2017, L'Aquila, Italy.

– He did many seminars during visiting research periods at national and international research centers and Universities.

Professional memberships and associations
– years 2013–2014, 2018–2019, 2022 – ongoing: Member of the European Association for Theoretical Computer Science (EATCS).

– 2022 – ongoing: Member of the ACM Special Interest Group on Algorithms and Computation Theory (SIGACT).

– 2022 – ongoing: Member of the ACM Special Interest Group on Artificial Intelligence (SIGAI).

- 2014 – ongoing: Member of the National Interuniversity Consortium for Informatics (CINI) National Laboratory for Big Data.

- 2022 – ongoing: Member of the Gruppo Nazionale per il Calcolo Scientifico (GNCS).

- 2012 – ongoing: Member (socio ordinario) of GRuppo di Informatica (GRIN).

3. Teaching activity (Bachelor and Master degrees)

Courses held at the Department of Information Engineering Computer Science and Mathematics – University of L'Aquila, Italy:
- a.y. 2021–2022: "Web Algorithms". Master degree in Computer Science, 6 CFU. Course taught in English.
- a.y. 2021–2022: "Social Networks". Master degree in Computer Science, 3 CFU. Course taught in English.
- a.y. 2021–2022: "Information Systems and Network Security". Master degree in Computer Science, 6 CFU. Course taught in English.
- a.y. 2020–2021: "Social Networks". Master degree in Computer Science, 3 CFU. Course taught in English.
- a.y. 2020–2021: "Information Systems and Network Security". Master degree in Computer Science, 6 CFU. Course taught in English.
- a.y. 2019–2020: "Social Networks". Master degree in Computer Science, 3 CFU. Course taught in English.
- a.y. 2019–2020: "Information Systems and Network Security". Master degree in Computer Science, 6 CFU. Course taught in English.
- a.y. 2018–2019: "Social Networks". Master degree in Computer Science, 3 CFU. Course taught in English.
- a.y. 2018–2019: "Information Systems and Network Security". Master degree in Computer Science, 6 CFU. Course taught in English.
- a.y. 2017–2018: "Social Networks". Master degree in Computer Science, 3 CFU. Course taught in English.
- a.y. 2017–2018: "Information Systems and Network Security". Master degree in Computer Science, 6 CFU. Course taught in English.
- a.y. 2016–2017: "Social Networks". Master degree in Computer Science, 3 CFU. Course taught in English.
- a.y. 2016–2017: "Information Systems and Network Security". Master degree in Computer Science, 6 CFU. Course taught in English.
- a.y. 2015–2016: "Information Systems and Network Security". Master degree in Computer Science, 6 CFU. Course taught in English.
- a.y. 2014–2015: "Information Systems and Network Security". Master degree in Computer Science, 6 CFU. Course taught in English.
- a.y. 2013–2014: "Algoritmi e Strutture Dati 2". Master degree in Computer Science, 6 CFU. Course taught in Italian.
- a.y. 2013–2014: "Architettura degli Elaboratori". Bachelor degree in Computer Science, 6 CFU. Course taught in Italian.
- a.y. 2012–2013: "Information Systems and Network Security". Master degree in Computer Science, 6 CFU. Course taught in English.

He has supervised several bachelor and master degree thesis at the University of L'Aquila, Italy.

4. List of publications

International Journals

[J28] V. Bilò , M.Flammini, G.Monaco, L.Moscardelli: Pricing Problems with Buyer Preselection. Journal of Artificial Intelligence Research, 74:1791–1822, 2022.

[J27] V. Bilò, G. Monaco, L. Moscardelli, C. Vinci: Nash Social Welfare in Selfish and Online Load Balancing. ACM Transactions on Economics and Computation. To appear.

[J26] V. Bilò, I. Caragiannis, M. Flammini, A. Igarashi, G. Monaco, D. Peters, C. Vinci, W. S. Zwicker: Almost Envy-Free Allocations with Connected Bundles. Games and Economic Behavior, 131:197–221, 2022.

[J25] M.Flammini, G.Monaco, L.Moscardelli, M.Shalom, S.Zaks: On the Online Coalition Structure Generation Problem. Journal of Artificial Intelligence Research, 72:1215–1250, 2021.

[J24] G. Monaco, L. Moscardelli, Y. Velaj: Additively Separable Hedonic Games with Social Context. Games, 12(3):71, 2021.

[J23] M. Flammini, B. Kodric, G. Monaco, Q. Zhang: Strategyproof Mechanisms for Additively Separable and Fractional Hedonic Games. Journal of Artificial Intelligence Research, 70:1253–1279, 2021.

[J22] M.Flammini, G.Monaco, L.Moscardelli, M.Shalom, S.Zaks: The Traffic Grooming Problem in Optical Networks with Respect to ADMs and OADMs: Complexity and Approximation. Algorithms, 14(5):151, 2021.

[J21] F. Cellinese, G. D'Angelo, G. Monaco, Y. Velaj: Generalized budgeted submodular set function maximization. Information and Computation, 281:104741, 2021.

[J20] S. Leonardi, G. Monaco, P. Sankowski, Q. Zhang: Budget Feasible Mechanisms on Matroids. Algorithmica, 83(5):1222–1237, 2021.

[J19] V. Bilò, M. Flammini, G. Monaco, L. Moscardelli: Computing Approximate Nash Equilibria in Network Congestion Games with

Polynomially Decreasing Cost Functions. Distributed Computing, 34(1):1-14, 2021.

[J18] V. Bilò, F. Cellinese, G. Melideo, G. Monaco: Selfish Colorful Bin Packing Games. Journal of Combinatorial Optimization, 40:610-635, 2020.

[J17] G. Monaco, L. Moscardelli, Y. Velaj: Stable Outcomes in Modified Fractional Hedonic Games. Autonomous Agents and Multi-Agent Systems. 34(1):4, 2020.

[J16] R. Carosi, G. Monaco: Generalized Graph k-Coloring Games. Theory of Computing Systems, 64(6):1028-1041, 2020.

[J15] V. Bilò, A. Fanelli, M. Flammini, G. Monaco, L. Moscardelli: Nash Stable Outcomes in Fractional Hedonic Games: Existence, Efficiency and Computation. Journal of Artificial Intelligence Research, 62:315-371, 2018.

[J14] M. Flammini, V. Gallotti, G. Melideo, G. Monaco, L. Moscardelli: Network Movement Games. Theoretical Computer Science, 667:101-118, 2017.

[J13] V. Bilò, M. Flammini, G. Monaco: Approximating the Revenue Maximization Problem with Sharp Demands. Theoretical Computer Science, 662:9-30, 2017.

[J12] V. Bilò, A. Fanelli, M. Flammini, G. Monaco, L. Moscardelli: The Price of Envy-Freeness in Machine Scheduling. Theoretical Computer Science, 613:65-78, 2016.

[J11] A. Fanelli, D. Leniowski, G. Monaco, P. Sankowski: The ring design game with fair cost allocation. Theoretical Computer Science, 562:90-100, 2015.

[J10] V. Bilò, M. Flammini, G. Monaco, L. Moscardelli: Some Anomalies of Farsighted Strategic Behavior. Theory of Computing Systems, 56(1):156-180, 2015.

[J9] M. Flammini, G. Monaco, L. Moscardelli, M. Shalom, S. Zaks: On the Complexity of the Regenerator Cost Problem in General Networks with Traffic Grooming. Algorithmica, 68(3):671-691, 2014.

[J8] I. Caragiannis, G. Monaco: A 6/5-approximation algorithm for the maximum 3-cover problem. Journal of Combinatorial Optimization, 25(1):60-77, 2013.

[J7] V. Bilò, I. Caragiannis, A. Fanelli, G. Monaco: Improved lower bounds on the price of stability of undirected network design games. Theory of Computing System, 52(4):668-686, 2013.

[J6] M. Flammini, G. Monaco, L. Moscardelli, M. Shalom, S. Zaks: Optimizing Regenerator Cost in Traffic Grooming. Theoretical Computer Science, 412(52):7109-7121, 2011.

[J5] M. Flammini, A. Marchetti Spaccamela, G. Monaco, L. Moscardelli, S. Zaks: On the Complexity of the Regenerator Placement Problem in Optical Networks. IEEE/ACM Transactions on Networking, 19(2):498-511, 2011.

[J4] V. Bilò, M. Flammini, G. Monaco, L. Moscardelli: On the performances of Nash Equilibria in Isolation Games. Journal of Combinatorial Optimization, 22(3):378-391, 2011.

[J3] M. Flammini, G. Monaco, L. Moscardelli, H. Shachnai, M. Shalom, T. Tamir, S. Zaks: Minimizing total busy time in parallel scheduling with application to optical networks, Theoretical Computer Science, 411(40-42):3553-3562, 2010.

[J2] M. Flammini, G. Monaco, L. Moscardelli, M. Shalom, S. Zaks: Selfishness, Collusion and Power of Local Search for the ADMs Minimization Problem. Computer Networks, 52(9):1721-1731, 2008.

[J1] M. Flammini, G. Monaco, L. Moscardelli, M. Shalom, S. Zaks: Approximating the traffic grooming problem in tree and star networks. Journal of Parallel and Distributed Computing, 68(7):939-948, 2008.

Internazional Conferences

[I42] A. D'Ascenzo, M. D'Emidio, M. Flammini, G. Monaco: Digraph k-Coloring Games: from Theory to Practice. In Proceedings of the 20th Symposium on Experimental Algorithms (SEA 2022).

[I41] V. Bilò, G. Monaco, L. Moscardelli: Hedonic Games with Fixed-Size Coalitions. In Proceedings of the Thirty-Sixth AAAI Conference on Artificial Intelligence (AAAI 2022).

[I40] A. Fanelli, G. Monaco, L. Moscardelli: Relaxed Core Stability in Fractional Hedonic Games. In Proceedings of the 30th International Joint Conference on Artificial Intelligence (IJCAI 2021).

[I39] F. Cellinese, G. D'Angelo, G. Monaco, Y. Velaj: The Multi-Budget Maximum Weighted Coverage Problem. In Proceedings of the 12th International Conference on Algorithms and Complexity (CIAC 2021).

[I38] V. Bilò, G. Monaco, L. Moscardelli, C. Vinci: Nash Social Welfare in Selfish and Online Load Balancing. In Proceedings of the 16th Conference on Web and Internet Economics (WINE 2020).

[I37] V. Bilò, A. Fanelli, M. Flammini, G. Monaco, L. Moscardelli: Optimality and Nash Stability in Additive Separable Generalized Group Activity Selection Problems. In Proceedings of the 28th International Joint Conference on Artificial Intelligence (IJCAI 2019).

[I36] R. Carosi, G. Monaco, L. Moscardelli: Local Core Stability in Simple Symmetric Fractional Hedonic Games. In Proceedings of the 18th International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2019).

[I35] G. Monaco, L. Moscardelli, Y. Velaj: On the Performance of Stable Outcomes in Modified Fractional Hedonic Games with Egalitarian Social Welfare. In Proceedings of the 18th International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2019).

[I34] V. Bilò, I. Caragiannis, M. Flammini, A. Igarashi, G. Monaco, D. Peters, C. Vinci, W.S. Zwicker: Almost Envy-Free Allocations with Connected Bundles. In Proceedings of the 10th Innovations in Theoretical Computer Science (ITCS 2019).

[I33] R. Carosi, S. Fioravanti, L. Gualà, G. Monaco: Coalition Resilient Outcomes in Max k-Cut Games. In Proceedings of the 45th International Conference on Current Trends in Theory and Practice of Computer Science (SOFSEM 2019).

[I32] F. Cellinese, G. D'Angelo, G. Monaco, Y. Velaj: Generalized budgeted submodular set function maximization. In Proceedings of the 43rd International Symposium on Mathematical Foundations of Computer Science (MFCS 2018).

[I31] V. Bilò, M. Flammini, G. Monaco, L. Moscardelli: Pricing Problems with Buyer Preselection. In Proceedings of the 43rd International Symposium on Mathematical Foundations of Computer Science (MFCS 2018).

[I30] G. Monaco, L. Moscardelli, Y. Velaj: Hedonic Games with Social Context. In Proceedings of 19th Italian Conference on Theoretical Computer Science (ICTCS 2018).

[I29] R. Carosi, G. Monaco: Generalized Graph k-Coloring Games. In Proceedings of the 24th International Computing and Combinatorics Conference (COCOON 2018).

[I28] V. Bilò, F. Cellinese, G. Melideo, G. Monaco: On Colorful Bin Packing Games. In Proceedings of the 24th International Computing and Combinatorics Conference (COCOON 2018).

[I27] G. Monaco, L. Moscardelli, Y. Velaj: Stable Outcomes in Modified Fractional Hedonic Games. In Proceedings of the 17th International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2018).

[I26] M. Flammini, G. Monaco, L. Moscardelli, M. Shalom, S. Zaks: Online Coalition Structure Generation in Graph Games. In Proceedings of the 17th International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2018).

[I25] V. Bilò, M. Flammini, G. Monaco, L. Moscardelli: On the Impact of Buyers Preselection in Pricing Problems (Extended Abstract). In

Proceedings of the 17th International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2018).

[I24] M. Flammini, G. Monaco, Q. Zhang: Strategyproof Mechanisms for Additively Separable Hedonic Games and Fractional Hedonic Games. In Proceedings of the 15th Workshop on Approximation and Online Algorithms (WAOA 2017).

[I23] V. Bilò, I. Caragiannis, A. Fanelli, M. Flammini, G. Monaco: Simple greedy algorithms for fundamental multidimensional graph problems. In Proceedings of the 44th International Colloquium on Automata, Languages, and Programming (ICALP 2017).

[I22] S. Leonardi, G. Monaco, P. Sankowski, Q. Zhang: Budget Feasible Mechanisms on Matroids. In Proceedings of the 19th Conference on Integer Programming and Combinatorial Optimization (IPCO 2017).

[I21] R. Carosi, M. Flammini, G. Monaco: Computing Approximate Pure Nash Equilibria in Digraph k-Coloring Games. In Proceedings of the 16th International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2017).

[I20] V. Bilò, M. Flammini, G. Monaco, L. Moscardelli: Computing Approximate Nash Equilibria in Network Congestion Games with Polynomially Decreasing Cost Functions. In Proceedings of the 11th Conference on Web and Internet Economics (WINE 2015).

[I19] G. Monaco, P. Sankowski, Q. Zhang: Revenue Maximization Envy-free Pricing for Homogeneous Resources. In Proceedings of the 24th International Joint Conference on Artificial Intelligence (IJCAI 2015).

[I18] V. Bilò, A. Fanelli, M. Flammini, G. Monaco, L. Moscardelli: On the Price of Stability of Fractional Hedonic Games. In Proceedings of the 14th International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS 2015).

[I17] V. Bilò, A. Fanelli, M. Flammini, G. Monaco, L. Moscardelli: Nash Stability in Fractional Hedonic Games. In Proceedings of the 10th Conference on Web and Internet Economics (WINE 2014).

[I16] V. Bilò, A. Fanelli, M. Flammini, G. Monaco, L. Moscardelli: The Price of Envy-Freeness in Machine Scheduling. In Proceedings of the 39th International Symposium on Mathematical Foundations of Computer Science (MFCS 2014).

[I15] V. Bilò, M. Flammini, G. Monaco: Approximating the Revenue Maximization Problem with Sharp Demands. In Proceedings of the 14th Scandinavian Symposium and Workshops on Algorithm Theory (SWAT 2014).

[I14] A. Fanelli, D. Leniowski, G. Monaco, P. Sankowski: The ring design game with fair cost allocation. In Proceedings of the 8th International Workshop On Internet And Network Economics (WINE 2012).

[I13] V. Bilò, M. Flammini, G. Monaco, L. Moscardelli: Some Anomalies of Farsighted Strategic Behavior. In Proceedings of the 10th Workshop on Approximation and Online Algorithms (WAOA 2012).

[I12] M. Flammini, V. Gallotti, G. Melideo, G. Monaco, L. Moscardelli: Mobile Network Creation Games. In Proceedings of the 19th International Colloquium on Structural Information and Communication Complexity (SIROCCO 2012).

[I11] M. Flammini, G. Monaco, L. Moscardelli, M. Shalom, S. Zaks: On the Complexity of the Regenerator Cost Problem in General Networks with Traffic Grooming. In Proceedings of the 15th International Conference On Principles Of Distributed Systems (OPODIS 2011).

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According to law 679/2016 of the Regulation of the European Parliament of 27th April 2016, I hereby express my consent to process and use my data provided in this CV.

Date: September 20, 2022 **Signature**

