Europass
Curriculum Vitae

Personal information

Name / Surname	**Stefano Leucci**
Home page	`https://www.stefanoleucci.com`

Work experience

Dates	From November 2019
Occupation or position held	Assistant professor
Employer	Department of Information Engineering, Computer Science and Mathematics – University of L'Aquila
Main activities and responsibilities	Design and analysis of algorithms. Teaching the "Laboratorio di Algoritmica Avanzata" (Advanced Algorithms Laboratory) course (6 credits, Academic years 2019/2020, 2020/2021, 2021/2022) of the bachelor degree in computer science. Teaching the "Informatica" (Computer Science) module (4 CFU, Academic year 2021/2022) within the "Scienze propedeutiche" couse of the bachelor degree in Physiotherapy for the Department of Biotechnological and Applied Clinical Sciences.

Dates	January, 2019 – November, 2019
Occupation or position held	Postdoctoral researcher
Employer	Department of Algorithms and Complexity – Max-Planck-Institut für Informatik
Main activities and responsibilities	Design and analysis of algorithms. Guest lecturer for the ""Distributed and Sequential Graph Algorithms" course (30/04/2019). Organizer of the "20th Max Planck Advanced Course on the Foundations of Computer Science". Invited speaker for the "Blockchain technology" Ph.D. course of the "Department of Enterprise Engineering" of University of Rome "Tor Vergata" (05/04/2019).

Dates	November, 2016 – December, 2018
Occupation or position held	Postdoctoral researcher
Main activities and responsibilities	Design and analysis of algorithms. Teaching assistant for the "Compiler Design" course (Spring 2017). Teaching assistant for the "Algorithmic Game Theory" course (Fall 2017). Teaching assistant for the "Algorithms and Data Structures" course (Spring 2017). Teacher of the seminar "Advanced Algorithms and Data Structures" (Spring 2018 and Fall 2018). Teaching assistant for the "Laboratory of Algorithms" course (Fall 2018). Invited speaker for the "Blockchain technology" course of the "Department of Enterprise Engineering" of University of Rome "Tor Vergata" (23/01/2018).
Employer	Department of Computer Science – ETH Zürich

Dates	November, 2015 – October, 2016
Occupation or position held	Postdoctoral researcher
Main activities and responsibilities	Design and analysis of algorithms on graphs. Analysis of dynamic processes on graphs.
Employer	Department of Computer Science – "Sapienza" University of Rome

Education and training

Dates	Academic year 2012/2013 – Academic year 2014/2015
Title of qualification awarded	Ph.D. in Computer Science
Main subjects / occupational skills covered	Thesis title: On the Size-Stretch Tradeoff in Fault-Tolerant Spanners and Autonomous Networks
Organization providing education and training	Department of Information Engineering, Computer Science, and Mathematics – University of L'Aquila
Level in EQF or national classification	EQF Level 8 – Ph.D.

Dates	Academic year 2010/2011 – Academic year 2011/2012
Title of qualification awarded	Master's degree in Computer Science. Final grade: 110/110 *cum laude*
Main subjects / occupational skills covered	Distributed Algorithms - Algorithmic Game Theory - Theory of Complexity - Statistical Inference - Theory of Cryptography - Network Analysis - Information mining - Information retrieval - Machine learning. Thesis title: "Studio del prezzo dell'anarchia di un Network Creation Game generalizzato" (*Study of the Price of Anarchy of a Generalized Network Creation Game*)
Organization providing education and training	Department of Mathematics – University of Rome "Tor Vergata"
Level in EQF or national classification	EQF Level 7 – Master's Degree

Dates	Academic year 2007/2008 – Academic year 2009/2010
Title of qualification awarded	Bachelor's degree in Computer Science. Final grade: 110/110 *cum laude*
Main subjects / occupational skills covered	Algorithms and Data Structures - Databases - Artificial Intelligence - Formal Language Theory - Compilers and Interpreters - Programming Languages - Programming Techniques - Digital Networks - Computer Architectures - Operations Research. Thesis title: "Soluzioni algoritmiche per un gioco di Stackelberg su reti" (*Algorithmic Solutions for a Stackelberg Game on Networks*)
Organization providing education and training	Department of Mathematics – University of Rome "Tor Vergata"
Level in EQF or national classification	EQF Level 6 – Bachelor's Degree

Mother tongue	**Italian**
Other language(s)	

Self-assessment *European level*[(*)]	Understanding		Speaking		Writing
	Listening	Reading	Spoken interaction	Spoken production	
English	C1 Proficient user	C1 Proficient user	C1 Proficient user	C1 Proficient user	C1 Proficient user

[(*)]*Common European Framework of Reference* (CEF) level

Teaching

Academic year 2021/2022	Teaching of the "Informatica" module (40 hours, 4 credits) of the "Scienze Propedeutiche" course for the bachelor's degree in Physiotherapy at the Department of Biotechnological and Applied Clinical Sciences of the University of L'Aquila.
Academic year 2021/2022	Teaching of 30 out of the 60 hours of the course "Laboratorio di Algoritmica Avanzata" (60 credits) of the bachelor's degree in Computer Science of the Department of del corso di laurea in Informatica presso il Department of Information Engineering, Computer Science, and Mathematics of the University of L'Aquila.

Academic year 2020/2021	Teaching of the course "Laboratorio di Algoritmica Avanzata" (60 hours, 6 credits) of the bachelor's degree in Computer Science of the Department of del corso di laurea in Informatica presso il Department of Information Engineering, Computer Science, and Mathematics of the University of L'Aquila.
Academic year 2019/2020	Teaching of the course "Laboratorio di Algoritmica Avanzata" (60 hours, 6 credits) of the bachelor's degree in Computer Science of the Department of del corso di laurea in Informatica presso il Department of Information Engineering, Computer Science, and Mathematics of the University of L'Aquila.
Academic year 2018/2019	Guest lecturer for the course "Distributed and Sequential Graph Algorithms" of the department D1 (Algorithms & Complexity) of the "Max Planck Institut für Informatik" (MPI-INF, Saarbrücken, Germany). Main lecturers: Dr. Saeed Amiri and Dr. Pranabendu Misra.
Academic year 2018/2019	Teaching Assistant for the course "Algorithms Laboratory" of the "Department of Computer Science" of the "Swiss Federal Institute of Technology in Zürich" (ETH Zürich). Main lecturer: Prof. Angelika Steger.
Academic year 2018/2019	Teaching of the course "Advanced Algorithms and Data Structures" (252-4230-00L) of the "Department of Computer Science" of the "Swiss Federal Institute of Technology in Zürich" (ETH Zürich).
Academic year 2017/2018	Teaching of the course "Advanced Algorithms and Data Structures" (252-4230-00L) of the "Department of Computer Science" of the "Swiss Federal Institute of Technology in Zürich" (ETH Zürich).
Academic year 2017/2018	Teaching Assistant for the course "Algorithmen und Datenstrukturen" (Algorithms and Data Structures) of the "Department of Computer Science" of the "Swiss Federal Institute of Technology in Zürich" (ETH Zürich). Main lecturer: Prof. Peter Widmayer.
Academic year 2017/2018	Teaching Assistant for the course "Algorithmic Game Theory" of the "Department of Computer Science" of the "Swiss Federal Institute of Technology in Zürich" (ETH Zürich). Main lecturer: Dr. Paolo Penna.
Academic year 2016/2017	Teaching Assistant for the course "Compiler Design" of the "Department of Computer Science" of the "Swiss Federal Institute of Technology in Zürich" (ETH Zürich). Main lecturer: Dr. Majó Zoltán.

Publications

(in reverse chronological order)

55. Cutting Bamboo Down to Size
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti, Giacomo Scornavacca
Theoretical Computer Science
Vol. 909, Elsevier, 54-67, 2022.

54. Single-source Shortest p-Disjoint Paths: Fast Computation and Sparse Preservers
Davide Bilò, Gianlorenzo D'Angelo, Luciano Gualà, Stefano Leucci, Guido Proietti, Mirko Rossi
Proc. of the 39th International Symposium on Theoretical Aspects of Computer Science (STACS 2022)
Vol. 219 of Leibniz International Proceedings in Informatics (LIPIcs), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 12:1-12:21, 2022.

53. Approximate Minimum Selection with Unreliable Comparisons
Stefano Leucci, Chih-Hung Liu
Algorithmica
Vol. 84, Springer, 60-84, 2022.

52. Multiple-Edge-Fault-Tolerant Approximate Shortest-Path Trees
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
Algorithmica
Vol. 84, Springer, 37-59, 2022.

51. | Resilient Level Ancestor, Bottleneck, and Lowest Common Ancestor Queries in Dynamic Trees
Luciano Gualà, Stefano Leucci, Isabella Ziccardi
Proc. of the 32nd International Symposium on Algorithms and Computation (ISAAC 2021)
Vol. 212 of Leibniz International Proceedings in Informatics (LIPIcs), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 66:1-66:17, 2021.

50. | Faster Motif Counting via Succinct Color Coding and Adaptive Sampling
Marco Bressan, Stefano Leucci, Alessandro Panconesi
ACM Transactions on Knowledge Discovery from Data
Vol. 15(6), Association for Computing Machinery, 96:1-96:27, 2021.

49. | New Approximation Algorithms for the Heterogeneous Weighted Delivery Problem
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti, Mirko Rossi
Proc. of the 28th International Colloquium on Structural Information and Communication Complexity (SIROCCO 2021)
Vol. 12810 of Lecture Notes in Computer Science, Springer, 167-184, 2021.

48. | Network Creation Games with Traceroute-Based Strategies
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
Algorithms
Vol. 14(2) of Special Issue on Multi-Agent Systems Design, Analysis, and Applications, MDPI, 210-223, 2021.

47. | Tracking Routes in Communication Networks
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
Theoretical Computer Science
Vol. 844, Elsevier, 1-15, 2020.

46. | Tracks from Hell - when finding a proof may be easier than checking it
Matteo Almanza, Stefano Leucci, Alessandro Panconesi
Theoretical Computer Science
Vol. 839, Elsevier, 21-29, 2020.

45. | Cutting Bamboo Down to Size
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti, Giacomo Scornavacca
Proc. of the 10th International Conference on Fun with Algorithms (FUN 2021)
Vol. 157 of Leibniz International Proceedings in Informatics (LIPIcs), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 5:1-5:18, 2020.

44. | Optimal Dislocation with Persistent Errors in Subquadratic Time
Barbara Geissmann, Stefano Leucci, Chih-Hung Liu, Paolo Penna
Theory of Computing Systems
Vol. 64, Springer, 508-521, 2020.

43. | Dual-mode greedy algorithms can save energy
Barbara Geissmann, Stefano Leucci, Chih-Hung Liu, Paolo Penna, Guido Proietti
Proc. of the 30th International Symposium on Algorithms and Computation (ISAAC 2019)
Vol. 149 of Leibniz International Proceedings in Informatics (LIPIcs), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 64:1-64:18, 2019.

42. | Motivo: Fast Motif Counting via Succinct Color Coding and Adaptive Sampling
Marco Bressan, Stefano Leucci, Alessandro Panconesi
Proceedings of the VLDB Endowment
Vol. 12(11), VLDB Endowment, 1651-1663, 2019.

41. | Optimal Sorting with Persistent Comparison Errors
Barbara Geissmann, Stefano Leucci, Chih-Hung Liu, Paolo Penna
Proc. of the 27th Annual European Symposium on Algorithms (ESA 2019)
Vol. 144 of Leibniz International Proceedings in Informatics (LIPIcs), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 49:1-49:14, 2019.

40. Resilient Dictionaries for Randomly Unreliable Memory
Stefano Leucci, Chih-Hung Liu, Simon Meierhans
Proc. of the 27th Annual European Symposium on Algorithms (ESA 2019)
Vol. 144 of Leibniz International Proceedings in Informatics (LIPIcs), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 70:1-70:16, 2019.

39. Tracking Routes in Communication Networks
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
Proc. of the 26th International Colloquium on Structural Information and Communication Complexity (SIROCCO 2019)
Vol. 11639 of Lecture Notes in Computer Science, Springer, 81-93, 2019.

38. An Improved Algorithm for Computing All the Best Swap Edges of a Tree Spanner
Davide Bilò, Feliciano Colella, Luciano Gualà, Stefano Leucci, Guido Proietti
Algorithmica
Vol. 82, Springer, 279–299, 2020.

37. Hardness, approximability, and fixed-parameter tractability of the clustered shortest-path tree problem
Mattia D'Emidio, Luca Forlizzi, Daniele Frigioni, Stefano Leucci, Guido Proietti
Journal of Combinatorial Optimization
Vol. 38, Springer, 165-184, 2019.

36. No truthful mechanism can be better than n approximate for two natural problems
Stefano Leucci, Akaki Mamageishvili, Paolo Penna
Games and Economic Behavior
Vol. 111, Elsevier, 64-74, 2018.

35. Tracks from Hell - when finding a proof may be easier than checking it
Matteo Almanza, Stefano Leucci, Alessandro Panconesi
Proc. of the 9th International Conference on Fun with Algorithms (FUN 2018)
Vol. 100 of Leibniz International Proceedings in Informatics (LIPIcs), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 4:1-4:13, 2018.

34. On the Complexity of Two Dots for Narrow Boards and Few Colors
Davide Bilò, Luciano Gualà, Stefano Leucci, Neeldhara Misra
Proc. of the 9th International Conference on Fun with Algorithms (FUN 2018)
Vol. 100 of Leibniz International Proceedings in Informatics (LIPIcs), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 7:1-7:15, 2018.

33. On the PSPACE-completeness of Peg Duotaire and other Peg-Jumping Games
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti, Mirko Rossi
Proc. of the 9th International Conference on Fun with Algorithms (FUN 2018)
Vol. 100 of Leibniz International Proceedings in Informatics (LIPIcs), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 8:1-8:15, 2018.

32. Motif Counting Beyond Five Nodes
Marco Bressan, Flavio Chierichetti, Ravi Kumar, Stefano Leucci, Alessandro Panconesi
ACM Transactions on Knowledge Discovery from Data
Vol. 12(4), ACM, 48:1-48:25, 2018.

31. Efficient Oracles and Routing Schemes for Replacement Paths
Davide Bilò, Keerti Choudhary, Luciano Gualà, Stefano Leucci, Merav Parter, Guido Proietti
Proc. of the 35th International Symposium on Theoretical Aspects of Computer Science (STACS 2018)
Vol. 96 of Leibniz International Proceedings in Informatics (LIPIcs), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 13:1-13:15, 2018.

30. Optimal Dislocation with Persistent Errors in Subquadratic Time
    Barbara Geissmann, Stefano Leucci, Chih-Hung Liu, Paolo Penna
    Proc. of the 35th International Symposium on Theoretical Aspects of Computer Science (STACS 2018)
    Vol. 96 of Leibniz International Proceedings in Informatics (LIPIcs), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 36:1-36:13, 2018.

29. Fault-Tolerant Approximate Shortest-Path Trees
    Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
    Algorithmica
    Vol. 80, Springer, 3437-3460, 2018.

28. Sorting with Recurrent Comparison Errors
    Barbara Geissmann, Stefano Leucci, Chih-Hung Liu, Paolo Penna
    Proc. of the 28th International Symposium on Algorithms and Computation (ISAAC 2017)
    Vol. 92 of Leibniz International Proceedings in Informatics (LIPIcs), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 38:1-38:12, 2017.

27. An Improved Algorithm for Computing All the Best Swap Edges of a Tree Spanner
    Davide Bilò, Feliciano Colella, Luciano Gualà, Stefano Leucci, Guido Proietti
    Proc. of the 28th International Symposium on Algorithms and Computation (ISAAC 2017)
    Vol. 92 of Leibniz International Proceedings in Informatics (LIPIcs), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 14:1-14:13, 2017.

26. Trainyard is NP-Hard
    Matteo Almanza, Stefano Leucci, Alessandro Panconesi
    Theoretical Computer Science
    Vol. 748, Elsevier, 66-76, 2018.

25. Effective Edge-Fault-Tolerant Single-Source Spanners via Best (or Good) Swap Edges
    Davide Bilò, Feliciano Colella, Luciano Gualà, Stefano Leucci, Guido Proietti
    Proc. of the 24th International Colloquium on Structural Information and Communication Complexity (SIROCCO 2017)
    Vol. 10641 of Lecture Notes in Computer Science, Springer, 303-317, 2017.

24. Counting Graphlets: Space vs Time
    Marco Bressan, Flavio Chierichetti, Ravi Kumar, Stefano Leucci, Alessandro Panconesi
    Proc. of the 10th ACM International Conference on Web Search and Data Mining (WSDM 2017)
    ACM, 557-566, 2017.

23. Exact and Approximate Algorithms for Movement Problems on (Special Classes of) Graphs
    Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
    Theoretical Computer Science
    Vol. 652, Elsevier, 86-101, 2016.

22. Compact and Fast Sensitivity Oracles for Single-Source Distances
    Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
    Proc. of the 24th European Symposium on Algorithms (ESA 2016)
    Vol. 57 of Leibniz International Proceedings in Informatics (LIPIcs), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 13:1-13:14, 2016.

21. The Limits of Popularity-Based Recommendations, and the Role of Social Ties
    Marco Bressan, Stefano Leucci, Alessandro Panconesi, Prabhakar Raghavan, Erisa Terolli
    Proc. of the 22nd ACM SIGKDD Conference on Knowledge Discovery and Data Mining (KDD 2016)
    ACM, 745-754, 2016.

20. Large Peg-Army Maneuvers
Luciano Gualà, Stefano Leucci, Emanuele Natale, Roberto Tauraso
Proc. of the 8th International Conference on Fun with Algorithms (FUN 2016)
Vol. 49 of Leibniz International Proceedings in Informatics (LIPIcs), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 18:1-18:15, 2016.

19. On the Clustered Shortest-Path Tree Problem
Mattia D'Emidio, Luca Forlizzi, Daniele Frigioni, Stefano Leucci, Guido Proietti
Proc. of the 17th Italian Conference on Theoretical Computer Science
Vol. 1720 of CEUR Workshop Proceedings, CEUR-WS.org, 263-268, 2016.

18. Trainyard is NP-Hard
Matteo Almanza, Stefano Leucci, Alessandro Panconesi
Proc. of the 8th International Conference on Fun with Algorithms (FUN 2016)
Vol. 49 of Leibniz International Proceedings in Informatics (LIPIcs), Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 2:1-2:14, 2016.

17. Multiple-Edge-Fault-Tolerant Approximate Shortest-Path Trees
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
Proc. of the 33rd International Symposium on Theoretical Aspects of Computer Science (STACS 2016)
Vol. 47 of LIPIcs, Schloss Dagstuhl - Leibniz-Zentrum fuer Informatik, 18:1-18:14, 2016.

16. Improved Purely Additive Fault-Tolerant Spanners
Davide Bilò, Fabrizio Grandoni, Luciano Gualà, Stefano Leucci, Guido Proietti
Proc. of the 23rd European Symposium on Algorithms (ESA 2015)
Vol. 9294 of Lecture Notes in Computer Science, Springer, 167-178, 2015.

15. A Faster Computation of all the Best Swap Edges of a Tree Spanner
Davide Bilò, Feliciano Colella, Luciano Gualà, Stefano Leucci, Guido Proietti
Proc. of the 22nd International Colloquium on Structural Information and Communication Complexity (SIROCCO 2015)
Vol. 9439 of Lecture Notes in Computer Science, Springer, 239-253, 2015.

14. Path-Fault-Tolerant Approximate Shortest-Path Trees
Annalisa D'Andrea, Mattia D'Emidio, Daniele Frigioni, Stefano Leucci, Guido Proietti
Proc. of the 22nd International Colloquium on Structural Information and Communication Complexity (SIROCCO 2015)
Vol. 9439 of Lecture Notes in Computer Science, Springer, 224-238, 2015.

13. Dynamic Maintenance of a Shortest-Path Tree on Homogeneous Batches of Updates: New Algorithms and Experiments
Annalisa D'Andrea, Mattia D'Emidio, Daniele Frigioni, Stefano Leucci, Guido Proietti
Journal of Experimental Algorithmics
Vol. 20, ACM, 1.5, 2015.

12. Locality-based Network Creation Games
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
ACM Transactions on Parallel Computing
Vol. 3(1), ACM, 6:1-6:26, 2016.

11. The Max-Distance Network Creation Game on General Host Graphs
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
Theoretical Computer Science
Vol. 573, Elsevier, 43-53, 2015.

10. Specializations and Generalizations of the Stackelberg Minimum Spanning Tree Game
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
Theoretical Computer Science
Vol. 562, Elsevier, 643-657, 2015.

9. Fault-Tolerant Approximate Shortest-Path Trees
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
Proc. of the 22nd European Symposium on Algorithms (ESA 2014)
Vol. 8737 of Lecture Notes in Computer Science, Springer, 137-148, 2014.

8. Bejeweled, Candy Crush and other Match-Three Games are (NP-)Hard
Luciano Gualà, Stefano Leucci, Emanuele Natale
Proc. of the 2014 IEEE Conference on Computational Intelligence and Games (CIG 2014)
IEEE, 1-8, 2014.

7. Network Creation Games with Traceroute-Based Strategies
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
Proc. of the 21st International Colloquium on Structural Information and Communication Complexity (SIROCCO 2014)
Vol. 8576 of Lecture Notes in Computer Science, Springer, 210-223, 2014.

6. Experimental Evaluation of Dynamic Shortest Path Tree Algorithms on Homogeneous Batches
Annalisa D'Andrea, Mattia D'Emidio, Daniele Frigioni, Stefano Leucci, Guido Proietti
Proc. of the 13th International Symposium on Experimental Algorithms (SEA 2014)
Vol. 8504 of Lecture Notes in Computer Science, Springer, 283-294, 2014.

5. Locality-based Network Creation Games
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
Proc. of the 26th ACM Symposium on Parallelism in Algorithms and Architectures (SPAA 2014)
ACM, 277-286, 2014.

4. Dynamically Maintaining Shortest Path Trees under Batches of Updates
Annalisa D'Andrea, Mattia D'Emidio, Daniele Frigioni, Stefano Leucci, Guido Proietti
Proc. of the 20th International Colloquium on Structural Information and Communication Complexity (SIROCCO 2013)
Vol. 8179 of Lecture Notes in Computer Science, Springer, 286-297, 2013.

3. Exact and Approximate Algorithms for Movement Problems on (Special Classes of) Graphs
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
Proc. of the 20th International Colloquium on Structural Information and Communication Complexity (SIROCCO 2013)
Vol. 8179 of Lecture Notes in Computer Science, Springer, 322-333, 2013.

2. The Max-Distance Network Creation Game on General Host Graphs
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
Proc. of the 8th International Workshop on Internet & Network Economics (WINE 2012)
Vol. 7695 of Lecture Notes in Computer Science, Springer, 392-405, 2012.

1. Specializations and Generalizations of the Stackelberg Minimum Spanning Tree Game
Davide Bilò, Luciano Gualà, Stefano Leucci, Guido Proietti
Proc. of the 6th International Workshop on Internet & Network Economics (WINE 2010)
Vol. 6484 of Lecture Notes in Computer Science, Springer, 75-86, 2010.

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