

Curriculum Vitae of Prof. Vittorio Bilò

CONTACT INFORMATION

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ACADEMIC POSITIONS

Associate Professor University of Salento, Italy	November 2016 – to present
Assistant Professor University of Salento, Italy	January 2005 – October 2016

EDUCATION

Ph.D. in Computer Science, University of L'Aquila, June 2005
Thesis: Pricing and Equilibria in Non-Cooperative Networks
Advisor: Prof. Michele Flammini

Laurea (B.S.+M.S.) in Computer Science, University of L'Aquila, July 2001
Thesis: Scheduling online per la minimizzazione del tempo di esecuzione e della memoria richiesta
Advisor: Prof. Michele Flammini
Grade: summa cum laude

AWARDS & GRANTS

Best Italian PhD thesis in Theoretical Computer Science of 2005 awarded by the Italian Chapter of the European Association of Theoretical Computer Science (EATCS).

Ph.D. Scholarship, 2002-2004.

Undergraduate Student Scholarship, ADSU L'Aquila, 1995-2000.

EXPERIENCE

Visiting PhD student, Carnegie Mellon University
Host: Prof. R. Ravi
Period: 14 October – 12 November 2003

Visiting PhD student, University of Patras
Host: Prof. Christos Kaklamanis
Period: 15 November – 15 December 2004

Visiting PhD student, University of Patras
Host: Prof. Christos Kaklamanis
Period: 21 January – 20 February 2005

Visiting Professor, University of Cyprus
Host: Prof. Marios Mavronicolas
Period: 2 – 11 May 2011

Visiting Professor, University of Cyprus
Host: Prof. Marios Mavronicolas
Period: 16 – 23 July 2011

Visiting Professor, University of Cyprus
Host: Prof. Marios Mavronicolas
Period: 11 – 23 February 2012

Visiting Professor, University of Cyprus
Host: Prof. Marios Mavronicolas
Period: 5 – 13 August 2013

Visiting Professor, University of Cyprus
Host: Prof. Marios Mavronicolas
Period: 9 – 16 August 2014

Visiting Professor, University of Cyprus
Host: Prof. Marios Mavronicolas
Period: 5 – 12 August 2015

Visiting Professor, University of Cyprus
Host: Prof. Marios Mavronicolas
Period: 20 – 31 August 2016

Visiting Professor, LAMSADE, University Paris-Dauphine
Host: Prof. Jerome Monnot and Prof. Laurènt Gourves
Period: 19 January – 19 February 2018

RESEARCH PROJECTS

National Project REAL-WINE: “Resource Allocation in Wireless Networks”.

European Project Cost Action 293: “Graphs and Algorithms in Communication Networks”.

National PRIN 2008 Project COGENT: “Computational and Game-Theoretic Aspects of Uncoordinated Networks”.

Research Project 2011 of the University of Salento: “Collisioni fra vortici puntiformi e fra filamenti di vorticità: singolarità, trasporto e caos”.

National PRIN 2010-2011 Project ARS TechnoMedia: “Algorithms for Social Technological Networks”.

PROFESSIONAL SERVICES

Conference Co-Chair: ICTCS 2016, SAGT 2017.

Program Committee: IJCAI 2016, CILC 2017, EC 2018, IJCAI 2018, WINE 2018.

Conference Reviewer: STOC, SODA, ESA, ICALP, STACS, SPAA, IJCAI, MFCS, SAGT, WINE, WAOA, IPDPS, SIROCCO, TAMC, CIAC.

Journal Reviewer: ACM Transactions on Economics and Computation, IEEE Transactions on Automation Science and Engineering, IEEE Transactions on Parallel and Distributed Systems, International Journal of Game Theory, Journal of Artificial Intelligence Research, Journal of Combinatorial Optimization, Journal of Computer and System Sciences, Journal of Interconnection Networks, Journal of Parallel and Distributed Computing, Mathematics of Operations Research, Networks, Operations Research, Theoretical Computer Science, Theory of Computing Systems.

Research Project Reviewer: National Science Centre (Poland), Netherlands Organisation for Scientific Research (Netherlands).

Member of the scientific board of the joint Ph.D. program in Mathematics and Computer Science of the Universities of Salento and Basilicata since 2010.

INVITED TALKS

“On Multiprocessor Scheduling under Multiple Objectives”, *International Conference on Operations Research (OR)*, Klagenfurt, Austria, 2-5 September 2002.

“Time vs. Memory Tradeoffs for Multiprocessor Scheduling”, *33rd Annual Conference of the Italian Operations Research Society (AIRO)*, L’Aquila, Italy, 10-13 September 2002.

“The Complexity of Computational Problems about Nash Equilibria in Multi-Player Games”, *GSSI Algorithmic Summer Workshop: Algorithms, Games and Markets*, L’Aquila, Italy 13-14 July 2017.

“The Price of Stability of Undirected Broadcast Games is Constant”, *LAMSADE, University Paris-Dauphine*, Paris, France, 13 February 2018.

“Uniform Mixed Equilibria in Network Congestion Games with Link Failures”, *Workshop on Algorithmic Game Theory and Internet Economics*, Sanya, Hainan, China, 26 – 30 March 2018.

STUDENTS

Ph.D. Students:

Cosimo Vinci (Gran Sasso Science Institute, L’Aquila). Title awarded on 15 June 2018, *summa cum laude*.

M.S. Students with Published Thesis:

Roberta Bove: “Prezzo della stabilità nella progettazione di reti non-cooperative di piccole dimensioni”, 2010.

Mauro Paladini: “Efficienza dei cut games con giocatori moderatamente avidi”, 2012.

Cosimo Vinci: “The Stackelberg fuel pricing problem”, 2014.

LIST OF PUBLICATIONS

Book Chapters

1. V. Bilò, I. Caragiannis, A. Fanelli, M. Flammini, C. Kaklamanis, G. Monaco, L. Moscardelli: “Game-Theoretic Approaches to Optimization Problems in Communication Networks”. In *Graphs and Algorithms in Communication Networks*, Springer-Verlag, 2009.

Editor of Proceedings

1. V. Bilò, A. Caruso: Proceedings of the 17th Italian Conference on Theoretical Computer Science, Lecce, Italy, September 7-9, 2016. CEUR Workshop Proceedings 1720, CEUR-WS.org 2016.

2. V. Bilò, M. Flammini: Proceedings of the 10th International Symposium on Algorithmic Game Theory, L’Aquila, Italy, September 12-14, 2017. LNCS 10504, Springer 2017.

Journal Publications

1. V. Bilò, M. Flammini, R. Giovannelli: “Experimental Analysis of Online Algorithms for the Bicriteria Scheduling Problem”, *Journal of Parallel and Distributed Computing*, 64(9):1086-1100, 2004.

2. V. Bilò, M. Flammini, L. Moscardelli: “Pareto Approximations for the Bicriteria Scheduling Problem”, *Journal of Parallel and Distributed Computing*, 66(3):393-402, 2006.

3. V. Bilò, M. Flammini, G. Melideo, L. Moscardelli, A. Navarra: “Sharing the Cost of Multicast Transmissions in Wireless Networks”, *Theoretical Computer Science*, 369(1-3):269-284, 2006.

4. V. Bilò, M. Flammini, G. Melideo, L. Moscardelli: “On Nash Equilibria for Multicast Transmissions in Ad-Hoc Wireless Networks”, *Wireless Networks*, 12(2):147-157, 2008.
5. V. Bilò, A. Fanelli, M. Flammini, L. Moscardelli: “When Ignorance Helps: Graphical Multicast Cost Sharing Games”, *Theoretical Computer Science*, 411(3):660-671, 2010.
6. V. Bilò, A. Fanelli, M. Flammini, G. Melideo, L. Moscardelli: “Designing Fast Converging Cost Sharing Methods for Multicast Transmissions”, *Theory of Computing Systems*, 47(2):507-530, 2010.
7. V. Bilò: “The Price of Nash Equilibria in Multicast Transmissions Games”, *Journal of Interconnection Networks*, 11(3-4):97-120, 2010.
8. 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. Special Issue: Selected Papers from the 15th International Computing and Combinatorics Conference.
9. V. Bilò, A. Fanelli, M. Flammini, L. Moscardelli: “Graphical Congestion Games”, *Algorithmica*, 61(2):274-297, 2011.
10. V. Bilò, A. Fanelli, M. Flammini, L. Moscardelli: “Performance of One-Round Walks in Linear Congestion Games”, *Theory of Computing Systems*, 49(1):24-45, 2011. Special Issue: Selected Papers from the 2nd International Symposium on Algorithmic Game Theory.
11. V. Bilò, M. Flammini: “Extending the Notion of Rationality of Selfish Agents: Second Order Nash Equilibria”, *Theoretical Computer Science*, 412(22):2296-2311, 2011.
12. V. Bilò, R. Bove: “Bounds on the Price of Stability of Undirected Network Design with Three Players”, *Journal of Interconnection Networks*, 12(1-2):1-17, 2011.
13. V. Bilò, I. Caragiannis, A. Fanelli, G. Monaco: “Improved Lower Bounds on the Price of Stability of Undirected Network Design Games”, *Theory of Computing Systems*, 52(4):668-686, 2013.
14. V. Bilò, A. Celi, M. Flammini, V. Gallotti: “Social Context Congestion Games”, *Theoretical Computer Science*, 514:21-35, 2013. Special Issue: Graph Algorithms and Applications: in Honor of Professor Giorgio Ausiello.
15. V. Bilò, M. Mavronicolas: “The Complexity of Rational and Irrational Nash Equilibria”, *Theory of Computing Systems*, 54(3):491-527, 2014. Special Issue: Selected Papers from the 4th International Symposium on Algorithmic Game Theory.
16. D. Bilò, V. Bilò: “New Bounds for the Balloon Popping Problem”, *Journal of Combinatorial Optimization*, 29(1):182-196, 2015. Special Issue: Selected Papers from the 19th Annual International Computing and Combinatorics Conference.
17. A. Angelucci, V. Bilò, M. Flammini, L. Moscardelli: “On the Sequential Price of Anarchy of Isolation Games”, *Journal of Combinatorial Optimization*, 29(1):165-181, 2015. Special Issue: Selected Papers from the 19th Annual International Computing and Combinatorics Conference.
18. V. Bilò, M. Flammini, G. Monaco, L. Moscardelli: “Some Anomalies of Farsighted Strategic Behavior”, *Theory of Computing Systems*, 56(1):156-180, 2015. Special Issue: Selected Papers from the 10th Workshop on Approximation and Online Algorithms.
19. 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.
20. V. Bilò, M. Paladini: “On the Performance of Mildly Greedy Players in Cut Games”, *Journal of Combinatorial Optimization*, 32(4):1036-1051, 2016. Special Issue: Selected Papers from the 20th Annual International Computing and Combinatorics Conference.

21. V. Bilò, A. Fanelli, L. Moscardelli: “On Lookahead Equilibria in Congestion Games”, *Mathematical Structures in Computer Science*, 27(2):197-214, 2017.
22. V. Bilò, M. Flammini, G. Monaco: “Approximating the Revenue Maximization Problem with Sharp Demands”, *Theoretical Computer Science*, 662:9-30, 2017.
23. V. Bilò: “A Unifying Tool for Bounding the Quality of Non-Cooperative Solutions in Weighted Congestion Games”, *Theory of Computing Systems*, 62(5):1288-1317, 2018.
24. V. Bilò, M. Flammini, L. Moscardelli: “The Price of Stability for Undirected Broadcast Network Design with Fair Cost Allocation is Constant”, *Games and Economic Behavior*, to appear.
25. 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*, to appear.
26. V. Bilò, A. Fanelli, L. Moscardelli: “Opinion Formation Games with Dynamic Social Influences”, *Theoretical Computer Science*, to appear.
27. V. Bilò, C. Vinci: “Dynamic Taxes for Polynomial Congestion Games”, *ACM Transactions on Economics and Computation*, accepted after minor revision.
28. V. Bilò, C. Vinci: “On Stackelberg Strategy in Affine Congestion Games”, *Theory of Computing Systems*, accepted after minor revision.

Conference Proceedings

1. V. Bilò, A. Di Pasquale, F. Fioravanti, M. Flammini, L. Forlizzi, F. Lo Presti, G. Melideo, E. Nardelli, A. Navarra, G. Proietti: “Quality of Service in Wireless Networks”, *Proc. of the IEEE IPDPS Workshop on Wireless, Mobile and Ad Hoc Networks (WMAN)*, IEEE Computer Society, 2003.
2. V. Bilò, M. Flammini, R. Giovannelli: “Experimental Analysis of Online Algorithms for the Bicriteria Scheduling Problem”, *Proc. of the 2nd International Workshop on Experimental and Efficient Algorithms (WEA)*, Lecture Notes in Computer Science 2647, Springer, pp. 33-46, 2003.
3. V. Bilò, M. Flammini: “On the IP Routing Tables Minimization with Addresses Reassignments”, *Proc. of the 18th International Parallel and Distributed Processing Symposium (IPDPS)*, IEEE Computer Society, 2004.
4. V. Bilò, M. Flammini, L. Moscardelli: “Pareto Approximations for the Bicriteria Scheduling Problem”, *Proc. of the 18th International Parallel and Distributed Processing Symposium (IPDPS)*, IEEE Computer Society, 2004.
5. V. Bilò, L. Moscardelli: “The Price of Anarchy in All-Optical Networks”, *Proc. of the 11th Colloquium on Structural Information and Communication Complexity (SIROCCO)*, Lecture Notes in Computer Science 3104, Springer, pp. 13-22, 2004.
6. V. Bilò, C. Di Francescomarino, M. Flammini, G. Melideo: “Sharing the Cost of Multicast Transmissions in Wireless Networks”, *Proc. of the 16th Symposium on Parallelism in Algorithms and Architectures (SPAA)*, ACM Press, pp. 180-187, 2004.
7. V. Bilò, G. Melideo: “An Improved Approximation Algorithm for the Minimum Energy Consumption Broadcast Subgraph”, *Proc. of the EURO-PAR 2004 Parallel Processing*, Lecture Notes in Computer Science 3149, Springer, pp. 949-956, 2004.
8. V. Bilò, V. Goyal, R. Ravi, M. Singh: “On the Crossing Spanning Tree Problem”, *Proc. of the 7th International Workshop on Approximation Algorithms for Combinatorial Problems (APPROX)*, Lecture Notes in Computer Science 3122, Springer, pp. 51-60, 2004.

9. V. Bilò, M. Flammini, G. Melideo, L. Moscardelli: "On Nash Equilibria for Multicast Transmissions in Ad-Hoc Wireless Networks", *Proc. of the 15th Annual International Symposium on Algorithms and Computation (ISAAC)*, Lecture Notes in Computer Science 3341, Springer, pp. 172-183, 2004.
10. V. Bilò, M. Flammini, L. Moscardelli: "On Nash Equilibria in Non-Cooperative All-Optical Networks", *Proc. of the 37th Symposium on Theoretical Aspects of Computer Science (STACS)*, Lecture Notes in Computer Science 3404, Springer, pp. 448-459, 2005.
11. V. Bilò, I. Caragiannis, C. Kaklamanis, P. Kanellopoulos: "Geometric clustering to minimize the sum of cluster sizes", *Proc. of the 13th Annual European Symposium on Algorithms (ESA)*, Lecture Notes in Computer Science 3669, Springer, pp. 460-471, 2005.
12. V. Bilò: "On the Packing of Selfish Items", *Proc. of the 20th IEEE International Parallel and Distributed Processing Symposium (IPDPS)*, IEEE Computer Society, 2006.
13. V. Bilò: "On Satisfiability Games and the Power of Congestion Games", *Proc. of the 3rd International Conference on Algorithmic Aspects in Information and Management (AAIM)*, Lecture Notes in Computer Science 4508, Springer, pp. 231-240, 2007.
14. V. Bilò, M. Flammini: "Extending the Notion of Rationality of Selfish Agents: Second Order Nash Equilibria", *Proc. of the 32nd International Symposium on Mathematical Foundations of Computer Science (MFCS)*, Lecture Notes in Computer Science 4708, Springer, pp. 621-632, 2007.
15. V. Bilò: "The Price of Nash Equilibria in Multicast Transmissions Games", *Proc. of the 18th International Symposium on Algorithms and Computation (ISAAC)*, Lecture Notes in Computer Science 4835, Springer, pp. 390-401, 2007.
16. V. Bilò, A. Fanelli, M. Flammini, L. Moscardelli: "When Ignorance Helps: Graphical Multicast Cost Sharing Games", *Proc. of the 33rd International Symposium on Mathematical Foundations of Computer Science (MFCS)*, Lecture Notes in Computer Science 5162, Springer, pp. 108-119, 2008.
17. V. Bilò, A. Fanelli, M. Flammini, L. Moscardelli: "Graphical Congestion Games with Linear Latencies", *Proc. of the 20th ACM Symposium on Parallelism on Algorithms and Architectures (SPAA)*, ACM press, pp. 194-196, 2008.
18. V. Bilò, A. Fanelli, M. Flammini, L. Moscardelli: "Graphical Congestion Games", *Proc. of the 4th International Workshop On Internet And Network Economics (WINE)*, Lecture Notes in Computer Science 5385, Springer, pp. 70-81, 2008.
19. V. Bilò, M. Flammini, G. Monaco, L. Moscardelli: "On the Performances of Nash Equilibria in Isolation Games", *Proc. of the 15th Annual International Conference on Computing and Combinatorics (COCOON)*, Lecture Notes in Computer Science 5609, Springer, pp. 17-26, 2009.
20. V. Bilò, A. Fanelli, M. Flammini, L. Moscardelli: "Performances of One-Round Walks in Linear Congestion Games", *Proc. of the 2nd International Symposium on Algorithmic Game Theory (SAGT)*, Lecture Notes in Computer Science 5814, Springer, pp. 311-322, 2009.
21. V. Bilò, A. Fanelli: "Computing Exact and Approximate Nash Equilibria in 2-Player Games", *Proc. of the 6th International Conference on Algorithmic Aspects in Information and Management (AAIM)*, Lecture Notes in Computer Science 6124, Springer, pp. 58-69, 2010.
22. V. Bilò, I. Caragiannis, A. Fanelli, G. Monaco: "Improved Lower Bounds on the Price of Stability of Undirected Network Design Games", *Proc. of the 3rd International Symposium on Algorithmic Game Theory (SAGT)*, Lecture Notes in Computer Science 6386, Springer, pp. 90-101, 2010.
23. V. Bilò, A. Celi, M. Flammini, V. Gallotti: "Social Context Congestion Games", *Proc. of the 18th International Colloquium on Structural Information and Communication Complexity (SIROCCO)*, Lecture Notes in Computer Science 6796, Springer, pp. 282-293, 2011.

24. V. Bilò, M. Mavronicolas: “The Complexity of Rational and Irrational Nash Equilibria”, *Proc. of the 4th International Symposium on Algorithmic Game Theory (SAGT)*, Lecture Notes in Computer Science 6982, Springer, pp. 200-211, 2011.
25. V. Bilò, M. Flammini, V. Gallotti: “On Bidimensional Congestion Games”, *Proc. of the 19th International Colloquium on Structural Information and Communication Complexity (SIROCCO)*, Lecture Notes in Computer Science 7355, Springer, pp. 147-158, 2012.
26. V. Bilò, M. Mavronicolas: “The Complexity of Decision Problems about Nash Equilibria in Win-Lose Games”, *Proc. of the 5th International Symposium on Algorithmic Game Theory (SAGT)*, Lecture Notes in Computer Science 7615, Springer, pp. 37-48, 2012.
27. V. Bilò: “A Unifying Tool for Bounding the Quality of Non-Cooperative Solutions in Weighted Congestion Games”, *Proc. of the 10th Workshop on Approximation and Online Algorithms (WAOA)*, Lecture Notes in Computer Science 7846, Springer, pp. 215-228, 2012.
28. V. Bilò, M. Flammini, G. Monaco, L. Moscardelli: “Some Anomalies of Farsighted Strategic Behavior”, *Proc. of the 10th Workshop on Approximation and Online Algorithms (WAOA)*, Lecture Notes in Computer Science 7846, Springer, pp. 229-241, 2012.
29. D. Bilò, V. Bilò: “New Bounds for the Balloon Popping Problem”, *Proc. of the 19th Annual International Computing and Combinatorics Conference (COCOON)*, Lecture Notes in Computer Science 7936, Springer, pp. 5-16, 2013.
30. A. Angelucci, V. Bilò, M. Flammini, L. Moscardelli: “On the Sequential Price of Anarchy of Isolation Games”, *Proc. of the 19th Annual International Computing and Combinatorics Conference (COCOON)*, Lecture Notes in Computer Science 7936, Springer, pp. 17-28, 2013.
31. V. Bilò, M. Flammini, L. Moscardelli: “The Price of Stability for Undirected Broadcast Network Design with Fair Cost Allocation is Constant”, *Proc. of the 54th Annual IEEE Symposium on Foundations of Computer Science (FOCS)*, IEEE Computer Society, pp. 638-647, 2013.
32. V. Bilò, A. Fanelli, L. Moscardelli: “On Lookahead Equilibria in Linear Congestion Games”, *Proc. of the 9th International Workshop On Internet And Network Economics (WINE)*, Lecture Notes in Computer Science 8289, Springer, pp. 54-67, 2013.
33. V. Bilò, M. Paladini: “On the Performance of Mildly Greedy Players in Cut Games”, *Proc. of the 20th Annual International Computing and Combinatorics Conference (COCOON)*, Lecture Notes in Computer Science 8591, Springer, pp. 513-524, 2014.
34. V. Bilò: “On Linear Congestion Games with Altruistic Social Context”, *Proc. of the 20th Annual International Computing and Combinatorics Conference (COCOON)*, Lecture Notes in Computer Science 8591, Springer, pp. 547-558, 2014.
35. V. Bilò, M. Flammini, G. Monaco: “Approximation the Revenue Maximization Problem with Sharp Demands”, *Proc. of the 14th Scandinavian Symposium and Workshops on Algorithmic Theory (SWAT)*, Lecture Notes in Computer Science 8503, Springer, pp. 74-85, 2014.
36. V. Bilò, A. Fanelli, M. Flammini, G. Monaco, L. Moscardelli: “The Price of Envy-Freeness in Machine Scheduling”, *Proc. of the 39th International Symposium on Mathematical Foundations of Computer Science (MFCS)*, Lecture Notes in Computer Science 8653, Springer, pp. 106-117, 2014.
37. C. Vinci, V. Bilò: “On the Stackelberg Fuel Pricing Game”, *Proc. of the 15th Italian Conference on Theoretical Computer Science (ICTCS)*, CEUR Workshop Proceedings, pp. 213-224, 2014.
38. V. Bilò, A. Fanelli, M. Flammini, G. Monaco, L. Moscardelli: “Nash Stability in Fractional Hedonic Games”, *Proc. of the 10th Conference on Web and Internet Economics (WINE)*, Lecture Notes in Computer Science 8877, Springer, pp. 486-491, 2014.

39. V. Bilò, A. Fanelli, M. Flammini, G. Monaco, L. Moscardelli: “On the Price of Stability of Fractional Hedonic Games”, *Proc. of the International Conference on Autonomous Agents & Multiagent Systems (AAMAS)*, ACM Press, pp. 1239-1247, 2015.
40. V. Bilò, C. Vinci: “On Stackelberg Strategy in Affine Congestion Games”, *Proc. of the 11th Conference on Web and Internet Economics (WINE)*, Lecture Notes in Computer Science 9470, Springer, pp. 132-145, 2015.
41. V. Bilò, M. Flammini, G. Monaco, L. Moscardelli: “Computing Approximate Nash Equilibria in Network Congestion Games with Polynomially Decreasing Cost Functions”, *Proc. of the 11th Conference on Web and Internet Economics (WINE)*, Lecture Notes in Computer Science 9470, Springer, pp. 118-131, 2015.
42. V. Bilò, M. Mavronicolas: “A Catalog of $\exists\mathbb{R}$ -Complete Decision Problems about Nash Equilibria in Multi-Player Games”, *Proc. of the 33rd International Symposium on Theoretical Aspects of Computer Science (STACS)*, LIPIcs 47, 17:1-17:13, 2016.
43. V. Bilò, C. Vinci: “Dynamic Taxes for Polynomial Congestion Games”, *Proc. of the 17th ACM Conference on Economics and Computation (EC)*, ACM Press, pp. 839-856, 2016.
44. V. Bilò: “On the Robustness of the Approximate Price of Anarchy in Generalized Congestion Games”, *Proc. of the 9th International Symposium on Algorithmic Game Theory (SAGT)*, LNCS 9928, Springer, pp. 93-104, 2016.
45. V. Bilò, A. Fanelli, L. Moscardelli: “Opinion Formation Games with Dynamic Social Influences”, *Proc. of the 12th Conference on Web and Internet Economics (WINE)*, LNCS 10123, Springer, pp. 444-458, 2016.
46. V. Bilò, M. Mavronicolas: “ $\exists\mathbb{R}$ -Complete Decision Problems about Symmetric Nash Equilibria in Symmetric Multi-Player Games”, *Proc. of the 34th International Symposium on Theoretical Aspects of Computer Science (STACS)*, LIPIcs 66, 13:1-13:14, 2017.
47. V. Bilò, I. Caragiannis, A. Fanelli, M. Flammini, G. Monaco: “Simple Greedy Algorithms for Fundamental Multidimensional Graph Problems”, *Proc. of the 44th International Colloquium on Automata, Languages, and Programming (ICALP)*, LIPIcs 80, 125:1.125:13, 2017.
48. V. Bilò, C. Vinci: “On the Impact of Singleton Strategies in Congestion Games”, *Proc. of the 25th Annual European Symposium on Algorithms (ESA)*, LIPIcs 87, 17:1-17:14, 2017.
49. V. Bilò, L. Moscardelli, C. Vinci: “Uniform Mixed Equilibria in Network Congestion Games with Link Failures”, *Proc. of the 45th International Colloquium on Automata, Languages, and Programming (ICALP)*, to appear.
50. V. Bilò, M. Flammini, G. Monaco, L. Moscardelli: “On the Impact of Buyers Preselection in Pricing Problems”, *Proc. of the 17th International Conference on Autonomous Agents and Multiagent Systems (AAMAS)*, to appear.
51. V. Bilò, F. Cellinese, G. Melideo, G. Monaco: “On Colorful Bin Packing Games”, *Proc. of the 24th International Computing and Combinatorics Conference (COCOON)*, to appear.
52. V. Bilò, M. Flammini, G. Monaco, L. Moscardelli: “Pricing Problems with Buyer Preselection”, *Proc. of the 43rd International Symposium on Mathematical Foundations of Computer Science (MFCS)*, to appear.

Surveys and Letters

1. V. Bilò. One-round Walks in Linear Congestion Games. *Bulletin of the EATCS*, 101: 45-63, 2010.

2. V. Bilò, M. Flammini, L. Moscardelli. The Price of Stability of Fair Undirected Broadcast Games is Constant. *SIGecom Exchanges*, 12(2): 42-45, 2013.

TEACHING
EXPERIENCE

2017/2018

Course: Algoritmi e Strutture Dati (Algorithms and Data Structures)
Degree: B.S. degree in Mathematics
Institution: University of Salento

2017/2018

Course: Programmazione (Programming)
Degree: B.S. degree in Mathematics
Institution: University of Salento

2017/2018

Course: Algorithmic Game Theory
Degree: M.S. degree in Mathematics
Institution: University of Salento

2017/2018

Course: Abilità Informatiche e Telematiche per lo Spettacolo (Computer Science for Performing Arts)
Degree: B.S. degree in Arts, Music and Performing Arts
Institution: University of Salento

2016/2017

Course: Algoritmi e Strutture Dati (Algorithms and Data Structures)
Degree: B.S. degree in Mathematics
Institution: University of Salento

2016/2017

Course: Programmazione (Programming)
Degree: B.S. degree in Mathematics
Institution: University of Salento

2015/2016

Course: Algoritmi e Strutture Dati (Algorithms and Data Structures)
Degree: B.S. degree in Mathematics
Institution: University of Salento

2015/2016

Course: Algoritmi e Complessità (Algorithms and Complexity)
Degree: M.S. degree in Mathematics
Institution: University of Salento

2014/2015

Course: Algoritmi e Strutture Dati (Algorithms and Data Structures)
Degree: B.S. degree in Mathematics
Institution: University of Salento

2013/2014

Course: Algoritmi e Strutture Dati (Algorithms and Data Structures)
Degree: B.S. degree in Mathematics
Institution: University of Salento

2013/2014

Course: Algoritmi e Complessità (Algorithms and Complexity)
Degree: M.S. degree in Mathematics
Institution: University of Salento

2012/2013

Course: Algoritmi e Strutture Dati (Algorithms and Data Structures)

Degree: B.S. degree in Mathematics

Institution: University of Salento

2011/2012

Course: Algoritmi e Strutture Dati (Algorithms and Data Structures)

Degree: B.S. degree in Mathematics

Institution: University of Salento

2010/2011

Course: Algoritmi e Strutture Dati (Algorithms and Data Structures)

Degree: B.S. degree in Mathematics

Institution: University of Salento

2009/2010

Course: Linguaggi di Programmazione (Programming Languages)

Degree: M.S. degree in Mathematics

Institution: University of Salento

2008/2009

Course: Linguaggi di Programmazione (Programming Languages)

Degree: M.S. degree in Mathematics

Institution: University of Salento

2007/2008

Course: Linguaggi di Programmazione (Programming Languages)

Degree: B.S. degree in Mathematics and Computer Science

Institution: University of Salento

2007/2008

Course: Laboratorio di Programmazione (Applied Programming)

Degree: B.S. degree in Mathematics and Computer Science

Institution: University of Salento

2006/2007

Course: Linguaggi di Programmazione (Programming Languages)

Degree: B.S. degree in Mathematics and Computer Science

Institution: University of Salento

2006/2007

Course: Laboratorio di Programmazione (Applied Programming)

Degree: B.S. degree in Mathematics and Computer Science

Institution: University of Salento

2005/2006

Course: Linguaggi di Programmazione (Programming Languages)

Degree: B.S. degree in Mathematics and Computer Science

Institution: University of Salento

2005/2006

Course: Algoritmi e Strutture Dati (Algorithms and Data Structures)

Degree: B.S. degree in Mathematics and Computer Science

Institution: University of Salento

2004/2005

Course: Linguaggi di Programmazione (Programming Languages)

Degree: B.S. degree in Mathematics and Computer Science

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