

CURRICULUM VITÆ

PERSONAL INFORMATION

Name: Giovanni Viglietta
Address: Haldeneggsteig 5, 8006 Zürich, Switzerland
Languages: Italian (native), English (fluent)
Citizenship: Italian citizen, Canadian permanent resident
Website: <http://giovanniviglietta.com>
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CURRENT POSITION

Postdoctoral Researcher at ETH Zürich, Switzerland

POSITIONS HELD

2014–2017: Postdoctoral Fellow at the University of Ottawa, Canada
2015: Contract Instructor at Carleton University, Ottawa, Canada
2012–2014: Research Associate at Carleton University, Ottawa, Canada

EDUCATION

2012: Ph.D. in Computer Science at the University of Pisa, Italy; thesis: *Guarding and Searching Polyhedra*, supervised by Linda Pagli
2008: Master's degree in Computer Science at the University of Pisa, Italy, *summa cum laude*; thesis: *Enumerazioni e Pattern in Strutture Combinatorie (Enumerations and Patterns in Combinatorial Structures)*, supervised by Francesco Romani and Pietro Majer
2004: Bachelor's degree in Computer Science at the University of Pisa, Italy, *summa cum laude*; thesis: *Una Nuova Tecnica di Compressione (A New Compression Technique)*, supervised by Paolo Ferragina
2001–2005: Scholarship at Scuola Normale Superiore of Pisa, Italy

RESEARCH INTERESTS

Distributed Computing
Discrete and Computational Geometry
Applied Computational Complexity

JOURNAL PAPERS

1. P. Flocchini, G. Prencipe, N. Santoro, and G. Viglietta. Distributed Computing by Mobile Robots: Uniform Circle Formation. *Distributed Computing*, vol. 30, no. 6, pp. 413–457, 2017.
2. C. Cooper, A. Lamani, G. Viglietta, M. Yamashita, and Y. Yamauchi. Constructing Self-Stabilizing Oscillators in Population Protocols. *Information and Computation*, vol. 255, no. 3, pp. 336–351, 2017. **Special issue for SSS'15.**
3. G. A. Di Luna, P. Flocchini, S. Gan Chaudhuri, F. Poloni, N. Santoro, and G. Viglietta. Mutual Visibility by Luminous Robots Without Collisions. *Information and Computation*, vol. 254, no. 3, pp. 392–418, 2017. **Special issue for SSS'14.**
4. P. Flocchini, N. Santoro, G. Viglietta, and M. Yamashita. Rendezvous with Constant Memory. *Theoretical Computer Science*, vol. 621, pp. 57–72, 2016.
5. L. Pagli, G. Prencipe, and G. Viglietta. Getting Close Without Touching: Near-Gathering for Autonomous Mobile Robots. *Distributed Computing*, vol. 28, no. 5, pp. 333–349, 2015.
6. G. Viglietta. Reprint of: Face-Guarding Polyhedra. *Computational Geometry: Theory and Applications*, vol. 48, no. 5, pp. 415–428, 2015. **Special issue for CCCG'13.**
7. G. Aloupis, E.D. Demaine, A. Guo, and G. Viglietta. Classic Nintendo Games Are (Computationally) Hard. *Theoretical Computer Science*, vol. 586, pp. 135–160, 2015. **Special issue for FUN'14.**

8. G. Viglietta. Lemmings Is PSPACE-Complete. *Theoretical Computer Science*, vol. 586, pp. 120–134, 2015. **Special issue for FUN’14.**
9. G. Viglietta. Face-Guarding Polyhedra. *Computational Geometry: Theory and Applications*, vol. 47, no. 8, pp. 833–846, 2014. **Special issue for CCCG’13.**
10. G. Viglietta. Gaming Is a Hard Job, but Someone Has to Do It! *Theory of Computing Systems*, vol. 54, no. 4, pp. 595–621, 2014. **Special issue for FUN’12.**
11. G. Viglietta. Searching Polyhedra by Rotating Half-Planes. *International Journal of Computational Geometry & Applications*, vol. 22, no. 3, pp. 243–275, 2012.

CONFERENCE PAPERS (the underlined authors did the presentation talks)

1. G. A. Di Luna, P. Flocchini, N. Santoro, G. Viglietta, and Y. Yamauchi. Shape Formation by Programmable Particles. In *Proceedings of the 21st International Conference on Principles of Distributed Systems (OPODIS)*, to appear.
2. G. A. Di Luna, P. Flocchini, G. Prencipe, N. Santoro, and G. Viglietta. Line Recovery by Programmable Particles. In *19th International Conference on Distributed Computing and Networking (ICDCN)*, to appear.
3. G. A. Di Luna, P. Flocchini, L. Pagli, G. Prencipe, N. Santoro, and G. Viglietta. Gathering in Dynamic Rings. In *Proceedings of the 24th International Colloquium on Structural Information and Communication Complexity (SIROCCO)*, to appear. **Invited to special issue.**
4. G. A. Di Luna, P. Flocchini, N. Santoro, G. Viglietta, and M. Yamashita. Meeting in a Polygon by Anonymous Oblivious Robots. In *Proceedings of the 31st International Symposium on Distributed Computing (DISC)*, pp. 14:1–14:15, 2017.
5. G. A. Di Luna, P. Flocchini, N. Santoro, G. Viglietta, and Y. Yamauchi. Brief Announcement: Shape Formation by Programmable Particles. In *Proceedings of the 31st International Symposium on Distributed Computing (DISC)*, pp. 48:1–48:3, 2017.
6. G. A. Di Luna, P. Flocchini, T. Izumi, T. Izumi, N. Santoro, and G. Viglietta. On the Power of Weaker Pairwise Interaction: Fault-Tolerant Simulation of Population Protocols. In *Proceedings of the 37th IEEE International Conference on Distributed Computing Systems (ICDCS)*, pp. 2472–2477, 2017.
7. S. Das, G. A. Di Luna, P. Flocchini, N. Santoro, and G. Viglietta. Mediated Population Protocols: Leader Election and Applications. In *Proceedings of the 14th Annual Conference on Theory and Applications of Models of Computation (TAMC)*, pp. 172–186, 2017.
8. G. A. Di Luna, P. Flocchini, T. Izumi, T. Izumi, N. Santoro, and G. Viglietta. Population Protocols with Faulty Interactions: the Impact of a Leader. In *Proceedings of the 10th International Conference on Algorithms and Complexity (CIAC)*, pp. 454–466, 2017. **Invited to special issue.**
9. P. Flocchini, N. Santoro, G. Viglietta, and M. Yamashita. Universal Systems of Oblivious Mobile Robots. In *Proceedings of the 23rd International Colloquium on Structural Information and Communication Complexity (SIROCCO)*, pp. 242–257, 2016.
10. M. Mamino and G. Viglietta. Square Formation by Asynchronous Oblivious Robots. In *Proceedings of the 28th Canadian Conference on Computational Geometry (CCCG)*, pp. 1–6, 2016.
11. G. A. Di Luna, P. Flocchini, G. Prencipe, N. Santoro, and G. Viglietta. A Rupestrian Algorithm. In *Proceedings of the Eighth International Conference on Fun with Algorithms (FUN)*, pp. 14:1–14:20, 2016.
12. E. D. Demaine, G. Viglietta, and A. Williams. Super Mario Bros. Is Harder/Easier than We Thought. In *Proceedings of the Eighth International Conference on Fun with Algorithms (FUN)*, pp. 13:1–13:14, 2016.
13. C. Cooper, A. Lamani, G. Viglietta, M. Yamashita, and Y. Yamauchi. Constructing Self-Stabilizing Oscillators in Population Protocols. In *Proceedings of the 17th International Symposium on Stabilization, Safety, and Security of Distributed Systems (SSS)*, pp. 187–200, 2015. **Best Paper Award. Invited to special issue.**
14. P. Bose, J.-L. De Carufel, M. G. Dobbins, H. Kim, and G. Viglietta. The Shadows of a Cycle Cannot All Be Paths. In *Proceedings of the 27th Canadian Conference on Computational Geometry (CCCG)*, pp. 70–75, 2015.

15. P. Flocchini, G. Prencipe, N. Santoro, and G. Viglietta. Distributed Computing by Mobile Robots: Solving the Uniform Circle Formation Problem. In *Proceedings of the 18th International Conference on Principles of Distributed Systems (OPODIS)*, pp. 217–232, 2014.
16. G. A. Di Luna, P. Flocchini, S. Gan Chaudhuri, N. Santoro, and G. Viglietta. Robots with Lights: Overcoming Obstructed Visibility Without Colliding. In *Proceedings of the 16th International Symposium on Stabilization, Safety, and Security of Distributed Systems (SSS)*, pp. 150–164, 2014. **Invited to special issue.**
17. G. A. Di Luna, P. Flocchini, F. Poloni, N. Santoro, and G. Viglietta. The Mutual Visibility Problem for Oblivious Robots. In *Proceedings of the 26th Canadian Conference on Computational Geometry (CCCG)*, pp. 348–354, 2014.
18. G. Viglietta. Lemmings Is PSPACE-Complete. In *Proceedings of the Seventh International Conference on Fun with Algorithms (FUN)*, pp. 340–351, 2014. **Invited to special issue.**
19. G. Aloupis, E. D. Demaine, A. Guo, and G. Viglietta. Classic Nintendo Games Are (Computationally) Hard. In *Proceedings of the Seventh International Conference on Fun with Algorithms (FUN)*, pp. 40–51, 2014. **Invited to special issue.**
20. G. Viglietta. Rendezvous of Two Robots with Visible Bits. In *Proceedings of the 9th International Symposium on Algorithms and Experiments for Sensor Systems, Wireless Networks and Distributed Robotics (ALGOSENSORS)*, pp. 291–306, 2013.
21. G. Viglietta. Face-Guarding Polyhedra. In *Proceedings of the 25th Canadian Conference on Computational Geometry (CCCG)*, pp. 277–282, 2013. **Invited to special issue.**
22. G. Viglietta. Partial Searchlight Scheduling Is Strongly PSPACE-Complete. In *Proceedings of the 25th Canadian Conference on Computational Geometry (CCCG)*, pp. 55–60, 2013.
23. P. Flocchini, N. Santoro, G. Viglietta, and M. Yamashita. Rendezvous of Two Robots with Constant Memory. In *Proceedings of the 20th International Colloquium on Structural Information and Communication Complexity (SIROCCO)*, pp. 189–200, 2013.
24. Z. Abel, E. D. Demaine, M. L. Demaine, S. Eisenstat, A. Lubiw, A. Schulz, D. L. Souvaine, G. Viglietta, and A. Winslow. Algorithms for Designing Pop-Up Cards. In *Proceedings of the 30th International Symposium on Theoretical Aspects of Computer Science (STACS)*, pp. 269–280, 2013.
25. L. Pagli, G. Prencipe, and G. Viglietta. Getting Close Without Touching. In *Proceedings of the 19th International Colloquium on Structural Information and Communication Complexity (SIROCCO)*, pp. 315–326, 2012.
26. G. Viglietta. Gaming Is a Hard Job, but Someone Has to Do It! In *Proceedings of the Sixth International Conference on Fun with Algorithms (FUN)*, pp. 357–367, 2012. **Invited to special issue.**
27. G. Viglietta. *Hardness of Mastermind*. In *Proceedings of the Sixth International Conference on Fun with Algorithms (FUN)*, pp. 368–378, 2012.
28. G. Viglietta. Partial Searchlight Scheduling Is Strongly PSPACE-Complete. In *Proceedings of the 28th European Workshop on Computational Geometry (EuroCG)*, pp. 101–104, 2012.
29. N. M. Benbernou, E. D. Demaine, M. L. Demaine, A. Kurdia, J. O’Rourke, G. T. Toussaint, J. Urrutia, and G. Viglietta. Edge-Guarding Orthogonal Polyhedra. In *Proceedings of the 23rd Canadian Conference on Computational Geometry (CCCG)*, pp. 461–466, 2011.
30. G. Viglietta and M. Monge. The 3-Dimensional Searchlight Scheduling Problem. In *Proceedings of the 22nd Canadian Conference on Computational Geometry (CCCG)*, pp. 9–12, 2010.

CONFERENCE TALKS

- 2017:** *Brief Announcement: Shape Formation by Programmable Particles*. DISC’17, Vienna, Austria.
- 2017:** *Meeting in a Polygon by Anonymous Oblivious Robots*. DISC’17, Vienna, Austria.
- 2017:** *On the Power of Weaker Pairwise Interaction: Fault-Tolerant Simulation of Population Protocols*. ICDCS’17, Atlanta, USA.
- 2017:** *Mediated Population Protocols: Leader Election and Applications*. TAMC’17, Bern, Switzerland.
- 2016:** *Square Formation by Asynchronous Oblivious Robots*. CCCG’16, Vancouver, Canada.
- 2016:** *Universal Systems of Oblivious Mobile Robots*. SIROCCO’16, Helsinki, Finland.

2016: *Super Mario Bros. Is Harder/Easier than We Thought.* FUN'16, La Maddalena, Italy.
2016: *A Rupestrian Algorithm.* FUN'16, La Maddalena, Italy.
2015: *The Shadows of a Cycle Cannot All Be Paths.* CCCG'15, Kingston, Canada.
2014: *Distributed Computing by Mobile Robots: Solving the Uniform Circle Formation Problem.* OPODIS'14, Cortina d'Ampezzo, Italy.
2014: *The Mutual Visibility Problem for Oblivious Robots.* CCCG'14, Halifax, Canada.
2014: *Lemmings Is PSPACE-Complete.* FUN'14, Lipari Island, Italy.
2014: *Nintendo Games Are (Computationally) Hard.* FUN'14, Lipari Island, Italy.
2013: *Rendezvous of Two Robots with Visible Bits.* ALGOSENSORS'13, Sophia Antipolis, France.
2013: *Face-Guarding Polyhedra.* CCCG'13, Waterloo, Canada.
2013: *Partial Searchlight Scheduling Is Strongly PSPACE-Complete.* CCCG'13, Waterloo, Canada.
2013: *Rendezvous of Two Robots with Constant Memory.* SIROCCO'13, Ischia, Italy.
2012: *Getting Close Without Touching.* SIROCCO'12, Reykjavik, Iceland.
2012: *Gaming Is a Hard Job, but Someone Has to Do It!* FUN'12, Venice, Italy.
2012: *Hardness of Mastermind.* FUN'12, Venice, Italy.
2012: *Partial Searchlight Scheduling Is Strongly PSPACE-Complete.* EuroCG'12, Assisi, Italy.
2011: *Edge-Guarding Orthogonal Polyhedra.* CCCG'11, Toronto, Canada.
2010: *The 3-Dimensional Searchlight Scheduling Problem.* CCCG'10, Winnipeg, Canada.

INVITED TALKS AND GUEST LECTURES

2015: *Distributed Computing by Mobile Robots: Solving the Uniform Circle Formation Problem.* GRASTA-MAC'15 workshop, Montreal, Canada.
2014: *Video Games Are Hard!* Special lecture for 7606 Computation Theory, Nagoya, Japan.
2011: *Edge-Guarding Orthogonal Polyhedra.* AlgoDEEP Project, Rome, Italy.
2010: *Hardness of Mastermind.* Followup to WSOFT_{galileo} workshop, Pisa, Italy.
2010: *Guarding and Searching Polyhedral Environments.* AlgoDEEP Project, Bertinoro (FC), Italy.

SELECTED SEMINARS

2014: *Theorems with Balls.* Carleton Algorithms Seminars, Ottawa, Canada.
2013: *Designing Pop-Up Cards.* Carleton Algorithms Seminars, Ottawa, Canada.
2013: *The Art Gallery Problem for Polyhedra.* Carleton Algorithms Seminars, Ottawa, Canada.

TEACHING

Fall 2015: *Design and Analysis of Algorithms I (COMP/MATH 3804).* School of Computer Science, Carleton University, Ottawa, Canada.

TEACHING ASSISTANCE

Fall 2017: *Principles of Distributed Computing (CSI 5308).* School of Electrical Engineering and Computer Science, University of Ottawa, Canada.
Fall 2016: *Principles of Distributed Computing (CSI 5308).* School of Electrical Engineering and Computer Science, University of Ottawa, Canada.
Fall 2015: *Principles of Distributed Computing (CSI 5308).* School of Electrical Engineering and Computer Science, University of Ottawa, Canada.
Fall 2014: *Principles of Distributed Computing (CSI 5308).* School of Electrical Engineering and Computer Science, University of Ottawa, Canada.
Fall 2013: *Principles of Distributed Computing (CSI 5308).* School of Electrical Engineering and Computer Science, University of Ottawa, Canada.
Fall 2012: *Principles of Distributed Computing (CSI 5308).* School of Electrical Engineering and Computer Science, University of Ottawa, Canada.
Spring 2011: *Parallel and Distributed Algorithms.* Department of Computer Science, University of Pisa, Italy.

OTHER TEACHING AND SUPERVISING ACTIVITIES

2015: Co-supervising Bailey D'Amour (Carleton University) on his Undergraduate Research Internship project.
2015: Mentoring Harish Prakash (University of Ottawa) on his Master's Thesis research.
2014: Mentoring Giulia Santini (University of Rome Tor Vergata) on her Master's Thesis research.
2002–2008: Organizing the Italian Mathematical Olympiad, proposing problems for the national competitions, refereeing, and lecturing at several Senior Seminars held in Pisa, Italy.

RESEARCH VISITS AND RESEARCH WORKSHOPS

- 2016:** Visiting Simon Fraser University, Vancouver, Canada, for one week.
- 2015:** Attending the 30th Bellairs Winter Workshop on Computational Geometry in Holetown, Barbados.
- 2014:** Visiting Nagoya University, Ritsumeikan University, and Osaka University, Japan, for two weeks.
- 2013:** Attending *Research Meeting on Distributed Computing by Mobile Robots*, Ischia, Italy.
- 2013:** Invited to the 28th Bellairs Winter Workshop on Computational Geometry in Holetown, Barbados (declined).
- 2013:** Visiting Kyushu University, Fukuoka, Japan, for one week.
- 2011:** Visiting MIT, Cambridge (MA), USA, for three months.
- 2011:** Visiting Scholar at Smith College, Northampton (MA), USA, for three months.
- 2010:** Attending *Research Meeting and School on Distributed Computing by Mobile Robots*, Ottawa, Canada.

PROGRAM AND ORGANIZING COMMITTEE DUTIES

- 2016:** Program Committee member for the 8th International Conference on Fun with Algorithms (FUN 2016), La Maddalena, Italy.
- 2014:** Program Committee member for the 1st Workshop on Self-Organization in Swarms of Robots: from Molecular Robots to Mobile Agents, held in conjunction with the 33rd IEEE Symposium on Reliable Distributed Systems (SRDS 2014), Nara, Japan.
- 2013:** Publicity Chair for the 9th International Symposium on Algorithms and Experiments for Sensor Systems, Wireless Networks and Distributed Robotics (ALGOSENSORS 2013), Sophia Antipolis, France.

REFEREE OR SUBREFEREE FOR

Distributed Computing
Graphs and Combinatorics
IEEE Transactions on Parallel and Distributed Systems
Information Processing Letters
Journal of Discrete Algorithms
SIAM Journal on Discrete Mathematics
The Computer Journal
Theoretical Computer Science

ACM-SIAM Symposium on Discrete Algorithms (SODA)
ACM Symposium on Principles of Distributed Computing (PODC)
Annual International Workshop on Cellular Automata and Discrete Complex Systems (AUTOMATA)
Annual International Symposium on Stabilization, Safety, and Security of Distributed Systems (SSS)
Australasian Computer Science Conference (ACSC)
Canadian Conference on Artificial Intelligence (AI)
Canadian Conference on Computational Geometry (CCCG)
IEEE International Parallel & Distributed Processing Symposium (IPDPS)
IEEE Symposium on Foundations of Computer Science (FOCS)
International Colloquium on Automata, Languages, and Programming (ICALP)
International Colloquium on Structural Information and Communication Complexity (SIROCCO)
International Conference and Workshop on Algorithms and Computation (WALCOM)
International Conference on Algorithms and Complexity (CIAC)
International Conference on Algorithms and Discrete Applied Mathematics (CALDAM)
International Conference on Combinatorial Optimization and Applications (COCOA)
International Conference on Distributed Computing and Networking (ICDCN)
International Conference on Fun with Algorithms (FUN)
International Conference on Principles of Distributed Systems (OPODIS)
International Symposium on Algorithms and Experiments for Sensor Systems, Wireless Networks and Distributed Robotics (ALGOSENSORS)
International Symposium on Computational Geometry (SoCG)
International Symposium on Distributed Computing (DISC)
International Symposium on Fundamentals of Computation Theory (FCT)
Japan Conference on Discrete and Computational Geometry and Graphs (JCDCG²)

Latin American Theoretical Informatics Symposium (LATIN)
Scandinavian Symposium and Workshops on Algorithm Theory (SWAT)
Workshop on Self-Organization in Swarms of Robots: from Molecular Robots to Mobile Agents
(WSSR)