

Thanh H. Nguyen

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Computer & Information Science
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Research Interests: Artificial Intelligence, Multi-Agent Systems, Game Theory, Machine Learning, Operations Research, Optimization.

EDUCATION

University of Southern California, Los Angeles, California. August 2011 – May 2016.

Ph.D. Student, Department of Computer Science.

Adviser: Prof. Milind Tambe.

Hanoi University of Science and Technology, Hanoi, Vietnam. August 2005 – July 2010.

B.Sc., Center for Training of Excellent Students.

AWARDS

- **Deployed Application Award, Innovative Applications of Artificial Intelligence (IAAI), 2016:** The award is presented to Fei Fang, **Thanh H. Nguyen**, Rob Pickles, Wai Y. Lam, Gopalasamy R. Clements, Bo An, Amandeep Singh, Milind Tambe and Andrew Lemieux for the deployed application paper titled “Deploying PAWS: Field Optimization of the Protection Assistant for Wildlife Security.”
- **Runner-up of the Best Innovative Application Paper Award at the 15th International Conference on Autonomous Agents and Multiagent Systems (AAMAS), 2016:** This is presented to **Thanh H. Nguyen**, Arunesh Sinha, Shahrzad Gholami, Andrew Plumtre, Lucas Joppa, Milind Tambe, Margaret Driciru, Fred Wanyama, Aggrey Rwetsiba, Rob Critchlow, and Colin Beale for the paper titled “CAPTURE: A New Predictive Anti-Poaching Tool for Wildlife Protection.”
- **WiSE Merit Fellowship, 2015:** The Merit Fellowship is offered to Ph.D. students at University of Southern California who demonstrate exceptional work in their field. Two candidates are chosen from the Viterbi School of Engineering every year.
- **VEF Fellowship, Vietnam Education Foundation, August 2011-August 2013:** This fellowship is awarded to the top 50 students in Vietnam each year in science or technology fields, to help them pursue Ph.D. degrees in the US.

EXPERIENCE

- **University of Oregon, Eugene, Oregon**, September 2018 – Present.
Assistant Professor in Computer and Information Science. Focus on applying techniques from Artificial Intelligence, Multi-agent Systems, Machine Learning, and Game Theory for addressing real-world challenges in the areas of Public Safety and Security, Cybersecurity, and Conservation.
- **University of Michigan, Ann Arbor, Michigan**, July 2016 – August 2018.
Postdoctoral Researcher with Prof. Michael P. Wellman and Prof. Satinder Singh. Focus on game-theoretic modeling and solution techniques for cybersecurity problems. Develop scalable algorithms for computing optimal defensive strategies to protect computer networks from cyber-attacks.

- **University of Southern California, Los Angeles, California**, August 2011 – May 2016.
Research Assistant with TEAMCORE Research Group. Focus on game-theoretic modeling, robust solution techniques, and behavioral modeling for real-world security applications. Develop algorithms to compute the optimal resource allocation strategies in Stackelberg games with uncertainties. Build new behavioral models of adversaries based on real-world security data.
- **VNG Corporation, Vietnam**, July 2010 – July 2011.
Researcher and Developer. Worked on developing algorithms for recommender systems such as friend suggestion or feed ranking in the largest Vietnamese online social network, Zing Me.
- **High Performance Computing Center, Hanoi University of Science and Technology, Vietnam**, September 2009 – June 2010.
Research Intern. Worked with Prof. Thuy Thanh Tran on developing algorithms for document matching in a Grid-based system.
- **Image Processing Research Group, FPT Software Company, Vietnam**, April 2008 – August 2009.
Research Intern. Worked on developing algorithms, i.e., image compression and image content retrieval under cooperation with the Fujifilm company in Japan.

REAL-WORLD APPLICATIONS

- **PAWS**. I have contributed to developing the wildlife-protection application, PAWS (Protection Assistant for Wildlife Security). I led the project on wildlife protection in Indonesia in 2015 and participated in extending the application for protecting tigers in Malaysia in 2016. In this work, I collaborated with different NGOs, including World Wildlife Fund, Panthera, Rimba, and Wildlife Conservation Society. My work has led to new research extending PAWS for wildlife protection in Uganda in 2017. PAWS has been extensively tested and deployed in both Malaysia and Uganda.

LIST OF PUBLICATIONS

Refereed Journal Articles

1. **Thanh H. Nguyen**, Mason Wright, Michael P. Wellman, Satinder Singh. Multi-Stage Attack Graph Security Games: Heuristic Strategies, with Empirical Game-Theoretic Analysis. In *the Journal of the Security and Communication Networks*, 2018.
2. (Joint Lead Author) Arunesh Sinha, **Thanh H. Nguyen**, Debarun Kar, Matthew Brown, Milind Tambe, Albert Xin Jiang. From Physical Security to Cyber Security. In *Journal of Cyber Security 2015; 1 (1): 19-35*. doi: 10.1093/cybsec/tyv007.
3. Jason Tsai, **Thanh H. Nguyen**, Nicholas Weller, Milind Tambe. Game-Theoretic Target Selection in Contagion-based Domains. In *The Computer Journal*, 57(6):893–905, 2014.

Refereed Technical Magazine Articles

4. Fei Fang, **Thanh H. Nguyen**, Arunesh Sinha, Shahrzad Gholami, Andrew Plumtre, Lucas Joppa, Milind Tambe, Margaret Driciru, Fred Wanyama, Aggrey Rwetsiba, Rob Critchlow, Colin Beale. Predicting Poaching for Wildlife Protection. In *IBM Journal of Research and Development*, 61(6):3:1-3:12, 2017.
5. Nicole Sintov, Debarun Kar, **Thanh H. Nguyen**, Fei Fang, Kevin Hoffman, Arnaud Lyet, Milind Tambe. Keeping it Real: Using Real-World Problems to Teach AI to Diverse Audiences. In *AI Magazine*, 38 (2):35-47, 2017.
6. Fei Fang, **Thanh H. Nguyen**, Rob Pickles, Wai Y. Lam, Gopalasamy R. Clements, Bo An, Amandeep Singh, Brian C. Schwedock, Milind Tambe, Andrew Lemieux. PAWS – A Deployed Game-Theoretic Application to Combat Poaching. In *AI Magazine*, 38(1):23-36, 2017.

Refereed Conference Papers

7. Petr Tomášek, Branislav Bošanský, **Thanh H. Nguyen**. Using One-Sided Partially Observable Stochastic Games for Solving Zero-Sum Security Games with Sequential Attacks. In *Proceedings of the 11th Conference on Decision and Game Theory for Security (GameSec)*, November 2020.
8. **Thanh H. Nguyen**, Arunesh Sinha, He He. Partial Adversarial Behavior Deception in Security Games. In *Proceedings of the 29th International Joint Conference on Artificial Intelligence (IJCAI)*, January 2021 (Acceptance rate: 12.6%).
9. **Thanh H. Nguyen**, Nam Vu, Amulya Yadav, Uy Nguyen. Decoding the Imitation Security Game: Handling Attacker Imitative Behavior Deception. In *Proceedings of the 24th European Conference on Artificial Intelligence (ECAI)*, August 2020.
10. **Thanh H. Nguyen**, Andrew Butler, Haifeng Xu. Tackling Imitative Attacker Deception in Repeated Bayesian Stackelberg Security Games. In *Proceedings of the 24th European Conference on Artificial Intelligence (ECAI)*, August 2020.
11. Yebo Feng, Jun Li, **Thanh H. Nguyen**. Application-Layer DDoS Defense with Reinforcement Learning. In *Proceedings of the IEEE/ACM 28th International Symposium on Quality of Service (IWQoS)*, June 2020.
12. **Thanh H. Nguyen**, Amulya Yadav, Branislav Bosansky, Yu Liang. Tackling Sequential Attacks in Security Games. In *Proceedings of the 10th Conference on Decision and Game Theory for Security (GameSec)*, November 2019.
13. Sarah Cooney, Kai Wang, Elizabeth Bondi, **Thanh H. Nguyen**, Phebe Vayanos, Hailey Winetrobe, Edward A. Cranford, Cleotilde Gonzalez, Christian Lebiere, Milind Tambe. Learning to Signal in the Goldilocks Zone: Improving Adversary Compliance in Security Games. In *Proceedings of the European Conference on Machine Learning and Principles and Practice of Knowledge Discovery in Databases (ECMLPKDD)*, September 2019 (Acceptance rate: 17.7%).
14. **Thanh H. Nguyen**, Haifeng Xu. Imitative Attacker Deception in Stackelberg Security Games. In *Proceedings of the 28th International Joint Conference on Artificial Intelligence (IJCAI)*, August 2019 (Acceptance rate: 17.9%).
15. Sarah Cooney, Phebe Vayanos, **Thanh H. Nguyen**, Cleotilde Gonzalez, Christian Lebiere, Edward A. Cranford, Milind Tambe. Warning Time: Optimizing Strategic Signaling for Security Against Boundedly Rational Adversaries (Extended Abstract). In *Proceedings of the 18th International Conference on Autonomous Agents and Multiagent Systems (AAMAS)*, May 2019.
16. **Thanh H. Nguyen**, Yongzhao Wang, Arunesh Sinha, Michael P. Wellman. Deception in Finitely Repeated Security Games. In *Proceedings of the 33rd AAAI Conference on Artificial Intelligence (AAAI)*, January 2019 (Acceptance rate: 16.2%).
17. **Thanh H. Nguyen**, Michael P. Wellman, Satinder Singh. A Stackelberg Game Model for Botnet Data Exfiltration. In *Proceedings of the 7th Conference on Decision and Game Theory for Security (GameSec)*, October 2017.
18. Anjon Basak, Fei Fang, **Thanh H. Nguyen**, Christopher Kiekintveld. Combining Graph Contraction and Strategy Generation for Green Security Games. In *Proceedings of the 7th Conference on Decision and Game Theory for Security (GameSec)*, November 2016.
19. Nika Haghtalab, Fei Fang, **Thanh H. Nguyen**, Arunesh Sinha, Ariel Procaccia, Milind Tambe. Three strategies to success: Learning adversary models in security games. In *Proceedings of the 25th International Joint Conference on Artificial Intelligence (IJCAI)*, July 2016.

20. **Thanh H. Nguyen**, Arunesh Sinha, Shahrzad Gholami, Andrew Plumtre, Lucas Joppa, Milind Tambe, Margaret Driciru, Fred Wanyama, Aggrey Rwetsiba, Rob Critchlow, Colin Beale. CAPTURE: A New Predictive Anti-Poaching Tool for Wildlife Protection. In *Proceedings of the 15th International Conference on Autonomous Agents and Multiagent Systems (AAMAS), May 2016*. **Runner-up of the Best Innovative Application Paper Award in AAMAS-16**.
21. Fei Fang, **Thanh H. Nguyen**, Rob Pickles, Wai Y. Lam, Gopalasamy R. Clements, Bo An, Aman-deep Singh, Milind Tambe, Andrew Lemieux. Deploying PAWS: Field Optimization of the Protection Assistant for Wildlife Security. In *Proceedings of the 28th Innovative Applications of Artificial Intelligence Conference (IAAI), February 2016*. **Winner of Deployed Application Award in IAAI-16**.
22. **Thanh H. Nguyen**, Francesco M. Delle Fave, Debarun Kar, Aravind D. Lakshminarayanan, Amulya Yadav, Milind Tambe, Noa Agmon, Andrew J. Plumtre, Margaret Driciru, Fred Wanyama, Aggrey Rwetsiba. Making the most of Our Regrets: Regret-based Solutions to Handle Payoff Uncertainty and Elicitation in Green Security Games. In *Proceedings of the 6th Conference on Decision and Game Theory for Security (GameSec), November 2015*.
23. Benjamin Ford, **Thanh H. Nguyen**, Nicole Sintov, Milind Tambe, Francesco Delle Fave. Beware the Soothsayer: Evaluating the Reliability of Attack Predictions in Stackelberg and Network Security Games. In *Proceedings of the 6th Conference on Decision and Game Theory for Security (GameSec), November 2015*.
24. **Thanh H. Nguyen**, Amulya Yadav, Bo An, Milind Tambe, Craig Boutilier. Regret-based Optimization and Preference Elicitation for Stackelberg Security Games with Uncertainty. In *Proceedings of the 28th AAAI Conference on Artificial Intelligence (AAAI), July 2014*.
25. **Thanh H. Nguyen**, Albert Xin Jiang, Milind Tambe. Stop the Compartmentalization: Unified Robust Algorithms for Handling Uncertainties in Security Games. In *Proceedings of the 13th International Conference on Autonomous Agents and Multiagent Systems (AAMAS), May 2014*.
26. Albert Xin Jiang, **Thanh H. Nguyen**, Milind Tambe, Ariel D. Procaccia. Monotonic Maximin: A Robust Stackelberg Solution Against Boundedly Rational Followers. In *Proceedings of the Conference on Decision and Game Theory for Security (GameSec), 2013*.
27. **Thanh H. Nguyen**, Rong Yang, Amos Azaria, Sarit Kraus, Milind Tambe. Analyzing the Effectiveness of Adversary Modeling in Security Games. In *Proceedings of the 27th AAAI Conference on Artificial Intelligence (AAAI), July 2013*.
28. **Thanh H. Nguyen**, Amos Azaria, James Pita, Rajiv Maheswaran, Sarit Kraus, Milind Tambe. Modeling Human Adversary Decision Making in Security Games: An Initial Report. In *Proceedings of the 12th International Conference on Autonomous Agents and Multiagent Systems (AAMAS) (Short paper), May 2013*.
29. Jason Tsai, **Thanh H. Nguyen**, Milind Tambe. Security Games for Controlling Contagion. In *Proceedings of the 26th AAAI Conference on Artificial Intelligence (AAAI), July 2012*.

Book Chapters

30. Haifeng Xu, **Thanh H. Nguyen**. Be Careful When Learning Against Adversaries: Imitative Attacker Deception in Stackelberg Security Games. In *Adversary-Aware Learning Techniques and Trends in Cybersecurity*. Springer, 2020. DOI:10.1007/978-3-030-55692-1_3.
31. Massimiliano Albanese, Sushil Jajodia, Sridhar Venkatesan, George Cybenko, **Thanh H. Nguyen**. Adaptive Cyber Defenses for Botnet Detection and Mitigation. In *Adversarial and Uncertain Reasoning for Adaptive Cyber Defense*. Springer, 2019. DOI:10.1007/978-3-030-30719-6_2.

32. Michael P. Wellman, **Thanh H. Nguyen**, Mason Wright. Empirical Game-Theoretic Methods for Adaptive Cyber-Defense. In *Adversarial and Uncertain Reasoning for Adaptive Cyber Defense*. Springer, 2019. DOI:10.1007/978-3-030-30719-6_2.
33. Debarun Kar, **Thanh H. Nguyen**, Fei Fang, Matthew Brown, Arunesh Sinha, Milind Tambe, Albert Xin Jiang. Recent Trends and Applications in Security Games. In *Handbook on Dynamic Game Theory (Edited by Tamar Basar and Georges Zaccour)*. Springer, 2017. DOI:10.1007/978-3-319-27335-8_27-1.
34. (Joint Lead Author) Tracy Cui, **Thanh H. Nguyen**, James Pita, Richard S. John. Methods for Addressing the Unpredictable Human Element in Security. In *Improving Homeland Security Decisions, CREATE, 2017*.
35. **Thanh H. Nguyen**, Debarun Kar, Matthew Brown, Arunesh Sinha, Albert Xin Jiang, Milind Tambe. Towards a Science of Security Games. In *New Frontiers of Multidisciplinary Research in STEAM-H, 2016*.

Symposium Publications

36. Nicole Sintov, Debarun Kar, **Thanh H. Nguyen**, Fei Fang, Kevin Hoffman, Arnaud Lyet, Milind Tambe. From the Lab to the Classroom and Beyond: Extending a Game-Based Research Platform for Teaching AI to Diverse Audiences. In *Proceedings of the Symposium on Educational Advances in Artificial Intelligence (EAAI), Feb 2016*.
37. Arjun Tambe, **Thanh H. Nguyen**. Robust Resource Allocation in Security Games and Ensemble Modeling of Adversary Behavior. In *Proceedings of the ACM Symposium on Applied Computing (ACM SAC) Track, April 2015*.
38. **Thanh H. Nguyen**, Jason Tsai, Albert Jiang, Emma Bowring, Rajiv Maheswaran, Milind Tambe. Security Games on Social Networks. In *Proceedings of the AAAI Fall Symposium, November 2012*.

Refereed Workshop Papers

39. Stephanie Milani, Amulya Yadav, Fei Fang, **Thanh H. Nguyen**, Zhou Fan and Saurabh Gulati. Intelligent Tutoring Strategies for Students with Autism Spectrum Disorder: A Reinforcement Learning Approach. In *Workshop on Artificial Intelligence for Education held at the 34th AAAI Conference on Artificial Intelligence (AAAI), February 2020*.
40. **Thanh H. Nguyen**, Michael P. Wellman, Arunesh Sinha. Deceitful Attacks in Security Games. In *Workshop on Artificial Intelligence for Cyber Security held at the 32nd AAAI Conference on Artificial Intelligence (AAAI), February 2018*.
41. **Thanh H. Nguyen**, Mason Wright, Michael P. Wellman, Satinder Singh. Multi-Stage Attack Graph Security Games with Empirical Game Theoretic Analysis. In *ACM Workshop on Moving Target Defense (MTD), October 2017*.
42. **Thanh H. Nguyen**, Michael P. Wellman, Satinder Singh. A Stackelberg Game Model for Botnet Traffic Exfiltration. In *Workshop on Artificial Intelligence for Cyber Security held at the 31st AAAI Conference on Artificial Intelligence (AAAI), February 2017*.
43. **Thanh H. Nguyen**, Arunesh Sinha, Milind Tambe. Addressing Behavioral Uncertainty in Security Games: An Efficient Robust Strategic Solution for Defender Patrols. In *IEEE Workshop on Parallel and Distributed Processing for Computational Social Systems, May 2016*.
44. **Thanh H. Nguyen**, Arunesh Sinha, Shahrzad Gholami, Andrew Plumptre, Lucas Joppa, Milind Tambe, Margaret Driciru, Fred Wanyama, Aggrey Rwetsiba, Rob Critchlow, Colin Beale. Protecting Wildlife under Imperfect Observation. In *Workshop on Computer Poker and Imperfect Information Games held at the 30th AAAI Conference on Artificial Intelligence (AAAI), February 2016*.

45. Fei Fang, **Thanh H. Nguyen**, Rob Pickles, Wai Y. Lam, Gopaldasamy R. Clements, Bo An, Amandeep Singh, Milind Tambe, Andrew Lemieux. Deploying PAWS in the Field: Designing Efficient Patrols to Combat Poaching. In *Workshop on Computer Poker and Imperfect Information Games held at the 30th AAAI Conference on Artificial Intelligence (AAAI), February 2016*.
46. Amulya Yadav, **Thanh H. Nguyen**, Francesco Delle Fave, Milind Tambe, Noa Agmon, Manish Jain, Widodo Ramono, Timbul Batubara. Handling Payoff Uncertainty with Adversary Bounded Rationality in Green Security Domains. In *Workshop on Algorithmic Game Theory (AGT) held at the 24th International Joint Conference on Artificial Intelligence (IJCAI), July 2015*.
47. Fei Fang, **Thanh H. Nguyen**, Benjamin Ford, Nicole Sintov, Milind Tambe. Introduction to Green Security Games. In *Workshop on Cognitive Knowledge Acquisition and Applications (Cognitum) held at the 24th International Joint Conference on Artificial Intelligence (IJCAI) (Extended Abstract), July 2015*.
48. Fei Fang, **Thanh H. Nguyen**, Bo An, Milind Tambe, Rob Pickles, Wai Lam, Gopaldasamy Clements. Towards Addressing Challenges in Green Security Games in the Wild. In *Workshop on Behavioral, Economic and Computational Intelligence for Security (BECIS) held at the 24th International Joint Conference on Artificial Intelligence (IJCAI), July 2015*.
49. **Thanh H. Nguyen**, Amulya Yadav, Francesco Delle Fave, Milind Tambe, Noa Agmon, Manish Jain, Richard Van Deventer. Behavioral Minimax Regret for Security Games and Its Application for UAV Planning. In *Workshop on Optimisation in Multi-Agent Systems (OptMAS) held at the 14th International Conference on Autonomous Agents and Multiagent Systems (AAMAS), May 2015*.
50. Fei Fang, **Thanh Nguyen**, Rob Pickles, Lam Wai Yee, Milind Tambe. Challenges of Green Security Games in the Wild. In *Workshop on Issues with Deployment of Emerging Agent-based Systems (IDEAS) held at the 14th International Conference on Autonomous Agents and Multiagent Systems (AAMAS), May 2015*.
51. **Thanh H. Nguyen**, Rong Yang, Amos Azaria, Sarit Kraus, Milind Tambe. The Power of Modeling Human Adversary Behaviors in Security Games. In *Workshop on Human-Agent Interaction Design and Models (HAIDM) held at the 12th International Conference on Autonomous Agents and Multiagent Systems (AAMAS), May 2013*.
52. Jason Tsai, **Thanh H. Nguyen**, Milind Tambe. Game-Theoretic Target Selection in Contagion-based Domains. In *Workshop on Optimization in Multiagent Systems (OPTMAS) held at 11th the International Conference on Autonomous Agents and Multiagent Systems (AAMAS), July 2012*.

Student Abstracts

53. **Thanh H. Nguyen**, Arunesh Sinha, Milind Tambe. Conquering Adversary Behavioral Uncertainty in Security Games: An Efficient Modeling Robust based Algorithm. In *Proceedings of the 30th AAAI Conference on Artificial Intelligence (AAAI) (Student Abstract), February 2016*.

Demos

54. Fei Fang, **Thanh H. Nguyen**, Rob Pickles, Wai Y. Lam, Gopaldasamy R. Clements, Bo An, Amandeep Singh, Milind Tambe. Deploying PAWS to Combat Poaching: Game-theoretic Patrolling in Areas with Complex Terrains. In *Proceedings of the 30th AAAI Conference on Artificial Intelligence (AAAI) (Demonstration), February 2016*.

Funded Proposals

- *Adversarial Reasoning: Tackling Sequential and Coordinated Attacks in Security Domains with Real-time Information*, approximately \$343,000. Army Research Office, Grant W911NF-17-S-0002, October 2020 - September 2023.

TALKS

- *The 7th Conference on Decision and Game Theory for Security (GameSec): A Stackelberg Game Model for Botnet Data Exfiltration.* October 2017.
- *The 15th International Conference on Autonomous Agents and Multiagent Systems (AAMAS): CAPTURE: A New Predictive Anti-Poaching Tool for Wildlife Protection.* May 2016.
- *The Society for Risk Analysis (SRA) Annual Meeting: Behavioral Minimax Regret for Security Games and Its Application for UAV.* December 2015.
- *The 6th Conference on Decision and Game Theory for Security (GameSec): Making the most of Our Regrets: Regret-based Solutions to Handle Payoff Uncertainty and Elicitation in Green Security Games.* November 2015.
- *The Joint Statistical Meetings (JSM): Toward a Science of Security Games: Key Algorithmic Principles, Deployed Applications, and Research Challenges.* August 2015.
- *The 22nd International Symposium on Optimization (ISMP): On Adversary Bounded Rationality in Green Security Domains: Payoff Uncertainty and Elicitation.* July 2015.
- *School of Information Systems, Singapore Management University: Confronting Uncertainties in Security Games: Advances and Algorithms.* May 2015.
- *The INFORMS Annual Meeting: Regret-based Optimization and Preference Elicitation for Stackelberg Security Games with Uncertainty.* November 2014.
- *The 28th AAAI Conference on Artificial Intelligence (AAAI): Regret-based Optimization and Preference Elicitation for Stackelberg Security Games with Uncertainty.* July 2014.
- *The 13th International Conference on Autonomous Agents and Multiagent Systems (AAMAS): Stop the Compartmentalization: Unified Robust Algorithms for Handling Uncertainties in Security Games.* May 2014.
- *The 27th AAAI Conference on Artificial Intelligence (AAAI): Analyzing the Effectiveness of Adversary Modeling in Security Games.* July 2013.

PROFESSIONAL ACTIVITIES

- **Program Committee member** of the *19th International Conference on Autonomous Agents and Multi-agent Systems (AAMAS)*, May 2020.
- **Program Committee member** of the *29th International Joint Conference on Artificial Intelligence (IJCAI)*, July 2020.
- **Senior Program Committee member** of the *34th AAAI Conference on Artificial Intelligence (AAAI) (Social Impact Track)*, February 2020.
- **Program Committee member** of the *34th AAAI Conference on Artificial Intelligence (AAAI)*, February 2020.
- **Co-chair** of the *Strategic Reasoning for Societal Challenges (SRSC) Workshop*, at 18th International Conference on Autonomous Agents and Multi-agent Systems (AAMAS), May 2019.
- **Program Committee member** of the *18th International Conference on Autonomous Agents and Multi-agent Systems (AAMAS)*, May 2019.

- **Program Committee member** of the *33rd AAAI Conference on Artificial Intelligence (AAAI)*, February 2019.
- **Program Committee member** of the *28th International Joint Conference on Artificial Intelligence (IJCAI)*, August 2019.
- **Program Committee member** of the *17th International Conference on Autonomous Agents and Multi-agent Systems (AAMAS)*, July 2018.
- **Program Committee member** of the *32nd AAAI Conference on Artificial Intelligence (AAAI)*, February 2018.
- **Program Committee member** of the *8th Conference on Decision and Game Theory for Security (GameSec)*, October 2017.
- **Senior Program Committee member** of the *26th International Joint Conference on Artificial Intelligence (IJCAI)*, August 2017.
- **Program Committee member** of the *31st AAAI Conference on Artificial Intelligence (AAAI)*, February 2017.
- **Co-chair** of the *Workshop on Computer Poker and Imperfect Information Games*, at 31st AAAI Conference on Artificial Intelligence (AAAI), February 2017.
- **Program Committee member** of the *25th International Joint Conference on Artificial Intelligence (IJCAI)*, July 2016.
- **Program Committee member** of the *15th International Conference on Autonomous Agents and Multi-agent Systems (AAMAS)*, May 2016.
- **Co-chair** of the *Workshop on Computer Poker and Imperfect Information Games*, at 30th AAAI Conference on Artificial Intelligence (AAAI), February 2016.
- **Program Committee member** of the *IEEE/WIC International Conference on Intelligence Agent Technology (IAT)*, December 2015.
- **Program Committee member** of the *24th International Joint Conference on Artificial Intelligence (IJCAI)*, July 2015.
- **Program Committee member** of the *Workshop on Behavioral, Economic and Computational Intelligence for Security (BECIS)*, at the 24th International Joint Conference on Artificial Intelligence (IJCAI), July 2015.
- **Co-organizer** of the *Conference on Conservation, Criminology and Computation (C4)*, at Washington DC office of the University of Southern California, June 2015.
- **Program Committee member** of the *Workshop on Human-Agent Interaction Design and Models (HAIDM)*, at International Conference on Autonomous Agents and Multi-agent Systems (AAMAS), May 2014 – 2015.
- **Reviewer** of the *14th International Conference on Autonomous Agents and Multi-agent Systems (AAMAS)*, May 2015.
- **Reviewer** of the *29th AAAI Conference on Artificial Intelligence (AAAI)*, January 2015.
- **Co-organizer** of the *Workshop on Wildlife Crime: An Interdisciplinary Perspective*, at Washington DC office of the University of Southern California, July 2014.