

Pierre Gaillard

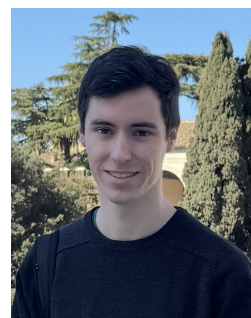
✉ pierre.gaillard@u-bordeaux.fr

I am a PhD student in Computer Science in a cotutelle program between the University of Bordeaux and Sapienza University of Rome, under the supervision of Nathanaël Fijalkow and Giuseppe Perelli. My research focuses on games on graphs.

In September 2025, I graduated from the École Normale Supérieure Paris-Saclay in Computer Science, completing the Parisian Master of Research in Computer Science (MPRI).

In 2024, I obtained a Master's degree in Optimisation from the University Paris-Saclay in Mathematics and applications.

I am interested in game theory, optimisation and theoretical computer science, with a focus on formal methods for artificial intelligence, in particular games on graphs.



Education

- 2025 – now **PhD in Computer Science** at University of Bordeaux and Sapienza University of Rome, jointly supervised by Nathanaël Fijalkow and Giuseppe Perelli.
- 2021 – 2025 **ENS Paris-Saclay** in Computer Science.
Bachelor degree : LDD3 Informatique Mathématiques cursus ENS (2022)
Parisian Master of Research in Computer Science (MPRI, 2023-2025)
Master in Optimisation at University Paris-Saclay (2024)
- 2019 – 2021 **Scientific preparatory class MPSI-MP*** at Lycée Michel Montaigne (Bordeaux).
- 2019 **Scientific Baccalaureate, math speciality**

Research Experience

- March-July 2025 **Long research internship** In Laboratoire d'Informatique et Systèmes (LIS) in Marseille with Pierre Ohlmann on energy games.
- February-July 2023, March-July 2024 **Long research internship** In Sapienza University of Rome with Giuseppe Perelli on a strategy repair problem for reachability and stochastic games.
- June-July 2022 **Short research internship** In Laboratoire Bordelais de Recherche en Informatique (LaBRI) in Bordeaux with Nathanaël Fijalkow on games on graphs, solving Rabin games.
- September 2020 - July 2021 **Project during preparatory class** optimizing crossroads with traffic lights, using branch and bound algorithm.

Research Publications

Conference Proceedings

- 1 T. Calamoneri, P. Gaillard, G. Paesani, and G. Perelli, "Strategy Repair in Reachability Games via Graph Quotientation," in *20th Scandinavian Symposium on Algorithm Theory, SWAT*, To appear, 2026.
- 2 P. Gaillard, F. Patrizi, and G. Perelli, "Strategy Repair in Reachability Games.," in *Proc. of ECAI'23*, K. Gal, A. Nowé, G. J. Nalepa, R. Fairstein, and R. Radulescu, Eds., ser. Frontiers in Artificial Intelligence and Applications, vol. 372, IOS Press, 2023, pp. 780–787. [DOI: 10.3233/FAIA230344](https://doi.org/10.3233/FAIA230344).