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## Olivier Teytaud, INRIA Research Fellow

<http://www.lri.fr/~teytaud/>



- 2001: ph.D. at the frontier of machine learning and statistics
- 2002-2004: consultant
- 2004-now: research position in Inria Saclay (CR1)
  - Algorithms and Theorems
    - Optimization (theory and practice; parallel, noisy cases included)
    - Planning (theory and practice; including games and parallelism)
    - Machine learning (theory and practice; include parallelism)
  - Favorite applications:
    - Energy management,
    - Unit Commitment
    - Investment strategies on Industrial Problems
    - Games

### Some realizations and awards

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- The value of 2-player games with partial information is undecidable, even with finite state space.
  - 2012: state of the art performance at the MineSweeper challenge
  - 2011-2012: outperformed pros in 7x7 Go
  - 2010: we got the gold medal in TAAI in all categories: 9x9, 13x13, 19x19 Go.
  - 2010: our AI ranked in top 1% of humans at Urban Rivals, a free internet game.
  - 2010: we got the 2009 chess base award for the biggest contribution to games, for various milestones in the game of Go.
  - The algorithm presented in **C. Hartland et al, Multi-Armed Bandit, Dynamic Environments and Meta-Bandits. Workshop "On-Line Trading of Exploration and Exploitation", Nips 2006**, won the Exploration Versus Exploitation challenge.
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### Current works

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- Various works around energy management
- Extension of UCT in continuous and/or partially observable domains
- Noisy optimization complexity analysis
- Computational complexity and decidability of planning and games