

CSI 35 LECTURE NOTES (Ojakian)

Topic 13: Graph Games

OUTLINE

(References: My papers!)

1. Cops and Robber

See problem sheet.

- (a) Give cop number
- (b) A corner
- (c) Cop win ordering; prove.
- (d) Actual strategy: Wait for the end of the course - using spanning trees. Maybe?
- (e) Variations on cops and robber.

2. Burning

- (a) Calculate for path whose length is a perfect square.
- (b) BNC