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Title: How fast can Maker win?

Abstract: We consider positional Maker-Breaker games played on the edge set of the complete graph K_n on n vertices. Quite a few such games are known to be a Maker's win. Here we are interested in estimating the minimum number of moves needed for Maker in order to win in these games.

We will show how Maker can construct a Hamilton cycle within at most $n + 2$ moves. This improves the classical bound of $2n$ due to Chvátal and Erdős, and it is quite close to the trivial lower bound of $n + 1$. Also, we will briefly discuss games in which Maker wants to construct a spanning tree, or a perfect matching.