

# Assignment 10

Positional Games, Winter 2009-10

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Quiz on Jan 12th (Tuesday) at 16:15PM

**Problem 1** Let  $n$  be even. Prove that the edge set of  $K_n$  can be partitioned into  $n/2$  spanning trees.

**Problem 2.** In class we showed that playing the  $(1 : 2)$  biased game on a graph that is the union of three  $(= 1 + 2)$  pairwise edge disjoint spanning trees, Enforcer has a strategy that forces Avoider to build a spanning tree.

Give an example of a graph  $G$  containing three pairwise edge-disjoint spanning trees such that Maker **loses** the  $(1 : 2)$  Maker/Breaker game played on  $E(G)$ . Show that even 100 edge-disjoint spanning trees does not necessarily help Maker to win the  $(1 : 2)$  game.

Recall the general definition of Maker/Breaker (Avoider/Enforcer) positional games: given are a set  $X$ , the “board”, and a family  $\mathcal{F} \subseteq 2^X$ , the family of “winning sets”. Player Maker (Avoider) wins if he occupies a winning set (avoids occupying winning sets), otherwise player Breaker (Enforcer) wins.

**Problem 3.** (a) One intuitively thinks that taking **more** edges in a Maker/Breaker game is advantageous for the players. Prove this **formally** and **precisely** in the following form: if Breaker has a winning strategy in the  $(1 : b)$  positional game  $(X, \mathcal{F})$  then he has a winning strategy in the  $(1 : b + 1)$  game as well.

Conclude that one can define the *critical bias*  $b_{\mathcal{F}} \in \mathbb{N} \cup \{\infty\}$  of the game  $(X, \mathcal{F})$  such that for every  $b \in \mathbb{N}$ , Maker has a winning strategy in the  $(1 : b)$  game, if and only if  $b < b_{\mathcal{F}}$ . ( $\mathbb{N}$  denotes the set of non-negative integers.)

What is  $b_{\mathcal{F}}$  when  $\mathcal{F} = \emptyset$ ? When is  $b_{\mathcal{F}} = \infty$ ?

(b) Similarly, it is maybe plausible to believe that being able to take **less** edges in an Avoider/Enforcer game is advantageous for the players. Show that this intuition is false in general: Give an infinite sequence of Avoider/Enforcer games such that in each of them the winner of the  $(1 : a)$  game changes (more or less) according to the *parity* of  $a$ .