

# COMBINATORICS SEMINAR

## *On-line Ramsey Theory*

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Let  $c, s, t$  be positive integers. We call an  $s$ -uniform a hypergraph an  $s$ -graph. The  $(c, s, t)$ -Ramsey game is played by Builder and Painter. Play begins with an  $s$ -graph  $G_0 = (V, E_0)$ , where  $E_0 = \emptyset$  and  $V$  is determined by Builder. On the  $i$ th round Builder constructs a new edge  $e_i$  and sets  $G_i = (V, E_i)$ , where  $E_i = E_{i-1} \cup \{e_i\}$ . Painter responds by coloring  $e_i$  with one of  $c$  colors. Builder wins if Painter eventually creates a monochromatic copy of  $K_s^t$ , the complete  $s$ -graph on  $t$  vertices; otherwise Painter wins when she has colored all possible edges. We extend the definition of coloring number to  $s$ -graphs in a natural way so that  $\chi(G) \leq \operatorname{col}(G)$  for any  $s$ -graph  $G$  and then show that Builder can win  $(c, s, t)$ -Ramsey game while building a hypergraph with coloring number at most  $\operatorname{col}(K_s^t)$ . This relates to, but does not answer, a question of Kurek, Ruciński and Rüdiger as to whether Builder can win the  $(2, 2, t)$ -Ramsey game while constructing an  $s$ -graph with substantially fewer than  $\binom{\operatorname{Ram}(t)}{2}$  edges. Our main tool is the analysis of the following new game. Let  $p$  be positive integers with  $s \leq p$ . The  $(p, s, t)$ -survival game is played by two players, Presenter and Chooser. Play begins with the  $s$ -graph  $H_0 = (S_0, E_0)$  as in the Ramsey game. At the beginning of the  $i$ th round the players will have constructed an  $s$ -graph  $H_{i-1} = (S_{i-1}, E_{i-1})$ . During the  $i$ th round they construct  $H_i = (S_i, E_i)$  as follows. Presenter plays by presenting a  $p$ -subset  $P_i \subseteq S_{i-1}$ . Chooser responds by choosing an  $s$ -set  $X_i \subseteq P_i$ . The remaining vertices in  $P_i - X_i$  are discarded, leaving  $S_i = S_{i-1} - (P_i - X_i)$  and  $E_i = (E_{i-1} \cup \{X_i\}) - \left\{ X_j \in E_{i-1} : X_j \subseteq P_i \right\}$ . Presenter wins if  $H_i$  contains the complete  $s$ -uniform hypergraph for some  $i$ ; otherwise Chooser wins when  $\left| S_i \right| < t$ . **Theorem** For all positive integers  $p, s, t$  with  $s \leq p$ , Presenter has a winning strategy in the  $(p, s, t)$ -survival game. **This is joint work with Goran Konjevod.**

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