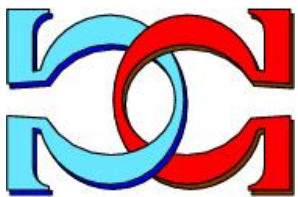
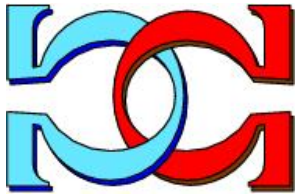
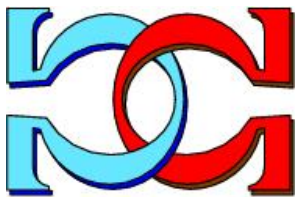


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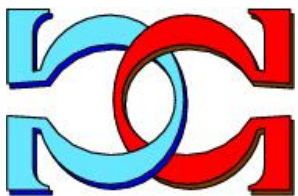


**On Game-Theoretic Models
of Networks**



Hans L. Bodlaender

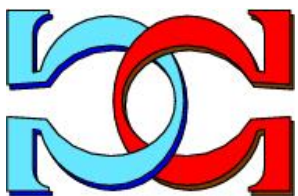
Institute of Information and Computing
Sciences, Utrecht University,
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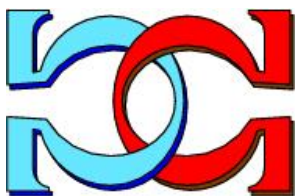
Michael J. Dinneen

Bakhadyr Khoussainov

Department of Computer Science,
University of Auckland,
Auckland, New Zealand



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On Game-Theoretic Models of Networks

HANS L. BODLAENDER

Institute of Information and Computing Sciences

Utrecht University, P.O. Box 80.089, 3508 TB

Utrecht, the Netherlands

`hansb@cs.uu.nl`

MICHAEL J. DINNEEN and BAKHADYR KHOUSSAINOV

Department of Computer Science

The University of Auckland, Private Bag 92019

Auckland, New Zealand

`{mjd,bmk}@cs.auckland.ac.nz`

Abstract

In this paper, we study the complexity of deciding which player has a winning strategy in certain types of McNaughton games. These graph games can be used as models for computational problems and processes of infinite duration. We consider the cases (1) where the first player wins when vertices in a specified set are visited infinitely often and vertices in another specified set are visited finitely often, (2) where the first player wins when exactly those vertices in one of a number of specified disjoint sets are visited infinitely often, and (3) a generalization of these first two cases. We give polynomial time algorithms to determine which player has a winning strategy in each of the games considered.

Keywords: graph and network algorithms, complexity, infinite graph games, McNaughton games.

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