
SAEED ALIASGHAR HOSSEINI, Simon Fraser University

Cops and Robbers on Oriented Grids

Cops and Robbers is a well-known pursuit game on graphs. The main question in this game is to determine the minimum number of cops that can guarantee to capture the robber on the given graph.

This problem has been widely studied for the case of undirected graphs, but very little attention has been given to finding the cop number of digraphs. In this talk we present results about the cop number of a family of directed graphs embedded on the torus.