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Locating an invisible adversary

The localization game is a variant of Cops and Robbers where the robber is invisible and the cops use distance probes to determine the robber's location. The localization number of a graph is the minimum number of cops required to ensure the robber's capture. In this talk, we present bounds on the localization number of incidence graphs of certain classes of combinatorial designs. This is joint work with Anthony Bonato and Trent Marbach.