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Cops and robbers on surfaces

Pursuit-evasion games in subspaces of the Euclidean space have been studied extensively, especially in the framework of differential games. However, differential pursuit-evasion games behave differently from the combinatorial game of Cops and Robbers played on graphs. The speaker will discuss how to define the game of cops and robbers on a Riemannian surface with intention to preserve all the beauty of the game played on graphs.