# Games on Graphs

**Organizer:**
Stefan Pickl (Universität der Bundeswehr München)

**Description:**
In this minisymposium the analysis and the examination of played games on graphs are in the main center of interest. Theoretical approaches are as well considered as practical applications. There are no restrictions to n-person games. Furthermore, infinite games, general constructive algorithms, discrete models and their complexity analysis should be discussed. Applications might be in the field of classical bargaining theory, modern experimental economics and auction theory as well as from biology (genetics) inspired examples.

**Titles and Speakers:**

- *Covering graphs with cliques and independent sets*

  Tinaz Ekim (Ecole Polytechnique de Lausanne), John Gimbel (University of Alasaka)

- *Mixed Graph Colorings*

  Bernard Ries (Ecole Polytechnique de Lausanne), Dominique de Werra (Ecole Polytechnique de Lausanne)

- *Knowledge states: A tool in randomized online algorithms*
  Wolfgang Bein (University of Nevada Las Vegas)

- *Fault-Tolerant Search Trees"*
  Doina Bein (Department of Computer Science University of Texas at Dallas Richardson, Texas)

- *A constructive algorithm for max-min paths problems on networks*
  Stefan Pickl (Universität der Bundeswehr München)

- *A new mathematical approach in environmental protection: gene-environment networks*
  Gerhard Wilhelm Weber (Middle East Technical University), Marat U. Akhmet (Middle East Technical University)