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*Throttling graphs*

In the game of Cops and Robbers played on graphs, if we increase the number of cops, then the cop number will monotonically decrease. We may view this as a trade-off between the number of cops and the capture time. In graph throttling, we minimize the sum of the number of cops and their corresponding capture time. Throttling has connections to matrix theory and the zero forcing number of a graph. We give a survey of graph throttling and present new results on throttling chordal graphs, unicyclic graphs, and graphs with large throttling number.