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Further results on the Cops and Insightful Robber model

We consider a variation of the Cops and Robber game, introduced by Huggan and Nowakowski, in which the cops and the robber move simultaneously yet the robber is able to react to the cops' moves. As per usual with such models, our parameter of interest is the minimum number of cops that suffice to win on a given graph. We consider our parameter for planar and, in particular, bipartite planar graphs, and give bounds for strong and lexicographic products and some exact results. We also introduce a new parameter, the push number of a graph, and use it to compare this game with other variants. This is joint work with Danny Dyer and William Kellough.