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*Cleaning with Sequential Brushes*

Following the decontamination metaphor for searching a graph, we introduce a cleaning process, which is related to both the chip-firing game and edge searching. The model presented is one where the edges are continually re-contaminated, say by algae, so that cleaning is regarded as an on-going process. We show that this is possible with the least number of brushes if the vertices are fired sequentially. We also present bounds for the least number of brushes required to clean graphs in general and some specific families of graphs.