
DYLAN PEARSON, Mount Allison University

Slow Localization

A variation of the localization game is studied where the cops are restricted to moving to adjacent vertices on their turn. The distance from each cop to the robber is returned every round with the cops' goal being to uniquely identify the robber's location. The minimum number of cops required to locate the robber is called the slow localization number. We compare the slow localization number with the localization number on different graph classes and determine the slow localization number on Cartesian grids, caterpillars, wheels and cocoons.

This is joint work with Danny Dyer and Melissa Huggan.