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Fast Searching Game on Cartesian Products of Graphs

Given a graph that contains an invisible fugitive, we want to find the minimum number of searchers to capture the fugitive in the fast searching game. In this talk, we consider the fast search number of the Cartesian product of an Eulerian graph and a path. We also consider the fast search number of hypercubes, toroidal grids, and variants of the Cartesian product. (This is joint work with Yuan Xue).