Graph competition independence and enclaveless parameters

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Suppose that a vertex set $S$ in a graph $G$ is to be formed by two players, say Player 1 and Player 2, alternately choosing vertices to be in $S$, where the resulting set $S$ must have a certain property. For example, perhaps $S$ must be independent. Play stops when the addition of any vertex not already in $S$ destroys the property. For this example, $S$ will be a maximal independent set. Games in which the winner is determined by the last player to select a vertex for $S$ have been studied. Here we consider a competitive process in which Player 1 tries to maximize the order of resulting set $S$, and Player 2 tries to minimize the order. In particular, we consider independent sets and enclaveless sets.