

Advantage in the discrete Voronoi game

8th Japanese-Hungarian Symposium

We think this is the beginning
of a beautiful friendship



Dömötör Pálvölgyi



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Joint work with:



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Dani

Dömötör Pálvölgyi

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Viola

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Dani

Alex

Dömötör Pálvölgyi

Joint work with:



Viola

Günter Rote

?????

Dedicated to

Szegő Laci
1972-2013

I have found another photo next to the previous one...



I have found another photo next to the previous one...

Guess who this is!



I have found another photo next to the previous one...

Guess who this is!



Wiener Gábor

What is the Voronoi game?

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App by Indrit Selimi!

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So **First** and **Second** claim points alternating for t rounds.

What is the Voronoi game?

App by Indrit Selimi!

So **First** and **Second** claim points alternating for t rounds.

At end area is divided, each point goes to closest claimed.

What is the discrete Voronoi game?

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Same on a graph!

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Same on a graph!

Players can claim only vertices and vertices are divided at end.

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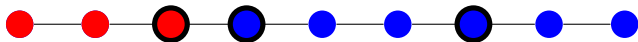
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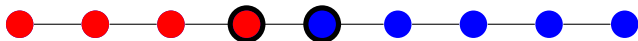
Theorem (Kiyomi, Saitoh, Uehara)

Game on path is a draw unless odd vertices and $t = 1$.

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Theorem (Kiyomi, Saitoh, Uehara)

Game on path is a draw unless odd vertices and $t = 1$.

*Moreover, even then **First** wins with only one.*

What percentage can each player get?

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Definition

$$VR(G, t) = \frac{\# \textit{ Closer to First} + \frac{1}{2} \# \textit{ Tied}}{n}$$

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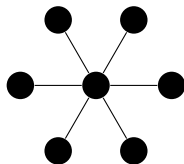
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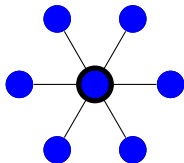
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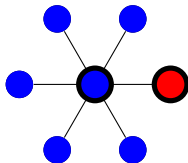
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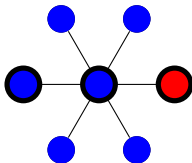
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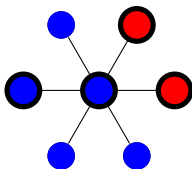
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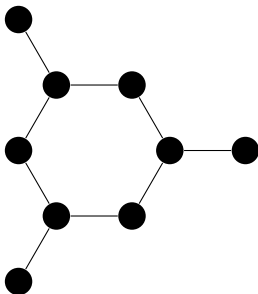
$$VG(G, t) < \epsilon?$$

What if $t = 1$?

Examples

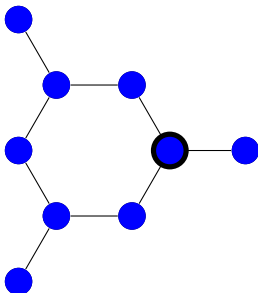
Examples

$$VG(G, 1) = \frac{4}{9}$$



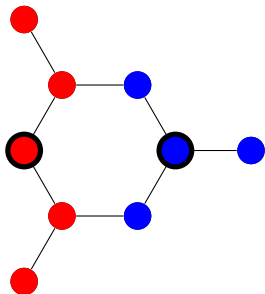
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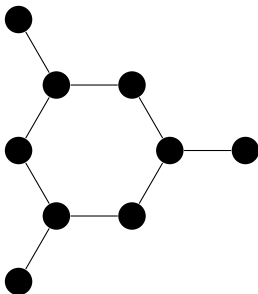
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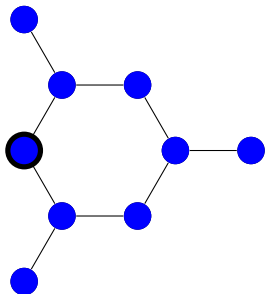
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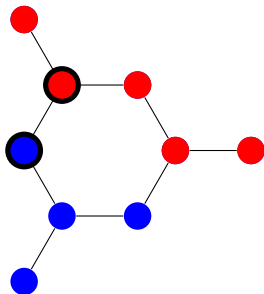
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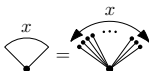
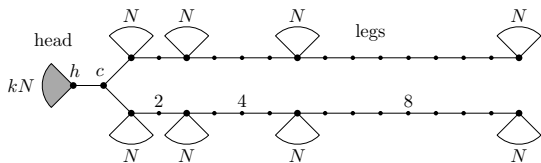
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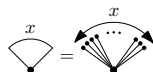
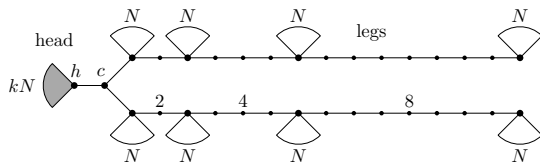
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Optimal for $t = 2$.

Strategy stealing

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Theorem

For every graph and t we have

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Where is truth for $t > 2$ between $\frac{1}{4}$ and $\frac{1}{3}$?

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For all t and ϵ there is G with $VR(G, t) < \epsilon$.

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Play on d -dimensional simplex with weights on vertices.

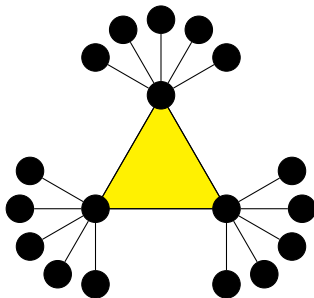
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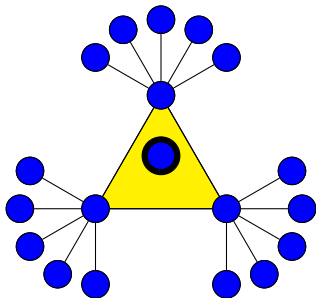
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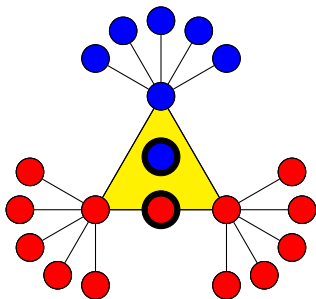
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if $t = 1$ then $VG(T, 1) \geq \frac{1}{2}$ sharp

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Is $VG(G, t : 1) < \epsilon$?

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What if **First** makes t moves and **Second** makes 1?

Is $VG(G, t : 1) < \epsilon$?

Equivalent problem: Is there a finite function family, \mathcal{F} , such that for any $f_1, \dots, f_t \in \mathcal{F}$ there is a $g \in \mathcal{F}$ such that $g > \max(f_1, \dots, f_t)$ on $(1 - \epsilon)$ fraction of inputs?

Thank you for your attention!