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# The Domination Game

**total version of the domination game - furman university** - total version of the domination game  
michael a. henning a sandi klav zar b;c;d douglas f. rall e a department of mathematics, university of johannesburg, south africa mahenning@uj b faculty of mathematics and physics, university of ljubljana, slovenia c faculty of natural sciences and mathematics, university of maribor, slovenia d institute of mathematics, physics and mechanics ... **domination game and an imagination strategy - mathematics** - keywords: domination, domination game, game domination number, vizing's conjecture ams subject classification (2010): 05c57, 91a43, 05c69, 05c76 1 introduction the game chromatic number was described for the first time in 1981 [11] and re-mained more or less unnoticed for many years. however, in the last several years **the domination game - arxiv** - the domination game has two variants: it is called a dominator-start game when the first move is taken by dominator, and a staller-start game when staller makes the first move. hence, in a dominator-start game, the odd moves are decided by dominator and the even moves are decided by staller. in a staller-start game, it is the opposite. **domination game documentation - mediaadthedocs** - the domination game is a game played by two teams of agents. they will combat one another and accumulate points through capturing control points on the map. the team with the most agents on a control point will capture that control point. these control points remain captured by the same team even when left alone. **the games of domination - citeseerx** - domination. the predominant forces dictate the behavior of the rest of the forces, and becomes with the "self", which is an illusory product of this domination. this has some interesting repercussions on what we call the subject, and how it becomes what is. more on that later. furthermore, will to power is not just force, but also the quality ... **on domination game analysis for microeconomic data mining** - on domination game analysis for microeconomic data mining § 3 customer has certain preferences for the product they would like to buy, expressed as constraints of the form  $a_j r$  where  $a$  is an attribute,  $r$  is a real number, and  $\mu$  is some binary relationship such as '