# Waiter-Client and Client-Waiter colourability games on a k-uniform hypergraph and the k-SAT game <br> Wei En Tan <br> https://arxiv.org/pdf/1607.02258.pdf 

## Positional Games

Two-player perfect information games where each player takes turns to claim free elements of a set $X$ until all members of $X$ have been claimed. The winner is determined by a set $\mathcal{F}$ of so-called "winning sets".

Biased (1 : q) Waiter-Client game: Waiter offers exactly $q+1$ free elements of $X$ to Client. Client claims one of the offered elements. The remaining elements are claimed by Waiter. If only $1 \leq r \leq q$ free elements remain in the last round, Waiter claims them all. Waiter wins the game if he can force the Client to fully claim a winning set in $\mathcal{F}$.
Biased (1: q) Client-Waiter game: Waiter offers $1 \leq t \leq q+1$ free elements of $X$ to Client. Client wins if he can fully claim a winning set in $\mathcal{F}$.

## Definitions

- traversal family of $\mathcal{F}$ is $\mathcal{F}^{*}:=\{A \subseteq X: A \cap B \neq \emptyset$ for every $B \in \mathcal{F}\}$
- traversal game: $\left(X, \mathcal{F}^{*}\right)$


## Hypergraph

- $k$-uniform hypergraph: a generalization of a graph where each edge connects exactly $k$ vertices
- independent set $A$ : a set of vertices in a graph $\mathcal{H}$ such that $\{e \in E(\mathcal{H}): e \subseteq A\}=\varnothing$
- independence number $\alpha(\mathcal{H})$ : the maximum size of an independent set of vertices in a graph $\mathcal{H}$
- $l$-clique: a subgraph with $l$ vertices in which every set of $k$ vertices is an edge
- clique number $\omega(\mathcal{H})$ : the largest $l$ such that graph $\mathcal{H}$ contains an l-clique
- weak chromatic number $\chi(\mathcal{H})$ : the smallest integer $k$ for which vertices in graph $\mathcal{H}$ can be partitioned into $k$ independent sets


## k-SAT

- $k$-clause: the disjunction of exactly $k$ non-complementary literals taken from $n$ fixed boolean variables
- $k$-CNF boolean formula: the conjunction of any number of $k$-clauses
- $C_{n}^{(k)}$ : a set of all possible $k$-clauses


## Useful Tools

Lemma 2.2 Let $k \geq 2$ be an integer. Any $k-$ CNF boolean formula in which no variable appears in more than $2^{k-2} / k k$-clauses is satisfiable.

Theorem 2.3 Let $q$ be a positive integer, let $X$ be a finite set and let $\mathcal{F}$ be a family of subsets of $X$. If

$$
\sum_{A \in \mathcal{F}}\left(\frac{q}{q+1}\right)^{|A|}<1
$$

then Client has a winning strategy for the $(1: q)$ Client-Waiter traversal game $\left(X, \mathcal{F}^{*}\right)$.
Theorem 2.4 Let $q$ be a positive integer, let $X$ be a finite set and let $\mathcal{F}$ be a family of subsets of $X$. If

$$
\sum_{A \in \mathcal{F}} 2^{-|A| /(2 q-1)}<1 / 2,
$$

then Waiter has a winning strategy for the $(1: q)$ Waiter-Client traversal game $\left(X, \mathcal{F}^{*}\right)$.
Theorem 2.5 Let $q$ be a positive integer, let $X$ be a finite set, let $\mathcal{F}$ be a family of (not necessarily distinct) subsets of $X$ and let $\Phi(\mathcal{F})=\sum_{A \in \mathcal{F}}(q+1)^{-|A|}$. Then, when playing the $(1: q)$ Waiter-Client game $(X, \mathcal{F})$, Client has a strategy to avoid fully claiming more than $\Phi(\mathcal{F})$ sets in $\mathcal{F}$.

## Results

Theorem 1.1 Let $k, q$ and $n$ be positive integers, with $n$ sufficiently large and $k \geq 2$ fixed, and consider the (1:q) Waiter-Client non-2-colourability game played on the edge set of the complete $k$-uniform hypergraph $K_{n}^{(k)}$ on $n$ vertices. If $q \leq\binom{\lceil n / 2\rceil}{ k} \frac{\ln 2}{2((1+\ln 2) n+\ln 2)}$, then Waiter can force Client to build a non-2-colourable hypergraph. Also, if $q \geq 2^{k / 2} e^{k / 2+1} k\binom{n}{k} / n$, then Client can keep his hypergraph 2-colourable throughout the game.
Theorem 1.5 Let $k, q$ and $n$ be positive integers, with $n$ sufficiently large and $k \geq 2$ fixed, and consider the (1:q) Client-Waiter $k$-SAT game played on $\mathcal{C}_{n}^{(k)}$. When $q<\binom{n}{k} / n$, Client can ensure that the conjunction of all $k$-clauses he claims by the end of the game is not satisfiable. However, when $q \geq 16 k^{3}\binom{n}{k} / n$, Waiter can ensure that the conjunction of all $k$-clauses claimed by Client is satisfiable throughout the game.

