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**Jane V Butterfield\***, jvbutter@uvic.ca. *Online Ramsey games in random graphs.*

In the online  $F$ -avoidance edge-coloring game with  $r$  colors, Builder places edges on an  $n$ -vertex graph one at a time while Painter colors them. Painter's goal is to avoid creating a monochromatic copy of  $F$ , but we know from graph Ramsey theory that if  $n$  is sufficiently large then she will be unable to do so. We therefore need to handicap Builder, for example by restricting the graph he builds to have bounded degree (or density, or genus, etc.). A different way to handicap Builder is to require him to play at random: edges of an  $n$ -vertex graph are randomly generated one at a time while Painter colors them. The threshold function for the number of edges that Painter is asymptotically almost surely able to paint before she loses is known to exist for any fixed  $F$  and  $r$ , proven by Marciniszyn, Spöhel, and Steger in 2010. Belfrage, Mütze, and Spöhel proved a connection between this random game and a deterministic two-player game, which has been used to improve known bounds on this threshold. In this problem-oriented talk accessible to a younger audience, we will discuss the results that are currently known, the tools that have been used to produce them, and the problems that are still open. (Received July 28, 2014)