

Guessing game and fractional clique cover strategy

Dang Nhat Anh

Guessing game is a variant of “guessing your own hat” game and can be played on any simple undirected graph. The aim of this game is to maximise the probability of the event that all players guess correctly their own value without any communication. The fractional clique cover strategy for playing the guessing game was developed by Christofides and Markstrom and was conjectured to be the optimal strategy. In this talk, we will construct some counterexamples to this conjecture.