

## Stability in Graphs and Games

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**11:00 am - 12:00 noon**

**Room: Andreas-Pfitzmann-Building, Room 3027, Nöthnitzer Str. 46**

**Abstract:** We study graphs and two-player games in which rewards are assigned to states, and the goal of the players is to satisfy or dissatisfy certain property of the generated outcome, given as a mean payoff property. Since the notion of mean-payoff does not reflect possible fluctuations from the mean-payoff along a run, we propose definitions and algorithms for capturing the stability of the system, and give algorithms for deciding if a given mean payoff and stability objective can be ensured in the system.