The game of revolutionaries and spies in unicyclic and complete bipartite graphs

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We study a game played on a graph G by a team of r revolutionaries and a team of s spies, with parameter m. Initially, revolutionaries and then spies take positions at vertices of G. In each subsequent round, each revolution may move to an adjacent vertex or not move, after which each spy has the same option. The revolutionaries' goal is to have m revolutionaries on a single vertex with no spy present; this is called an uncovered "meeting". The spies' goal is to prevent an uncovered meeting from being formed. For each graph G fixed r and m, there is a threshold for $s_0 = s_0(r, m)$ such that if there are $s \geq s_0$ spies then they can prevent r revolutionaries from forming an uncovered meeting in the game played on the graph G. We will present some new results for this game. In particular, we consider the following graphs: complete bipartite graphs, graphs with a dominating vertex, and graphs with at most one cycle. This is joint work with Daniel Cranston, Gregory Puleo, Douglas West, and Reza Zamani.