## An asymptotically optimal threshold bias for some (a:b)Maker-Breaker games

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In this paper, we study the (a:b) Maker-Breaker minimum-degree-K game played on the complete graph (where K = K(n)). The aim of the Maker is to occupy the edges of a subgraph of a complete graph with minimum degree K, while the Breaker aims to prevent the Maker achieving his goal. We present a winning-strategy for the Maker leading to a bound that generalizes Gebauer and Szabó's bound in the (1:b) case. Moreover, we determine the asymptotic optimal generalized threshold bias  $b_0(a)$  for this game to be  $\frac{an}{a+\ln(n)}$  if  $a = o\left(\sqrt{\frac{n}{\ln(n)}}\right)$  and  $K = o(\ln(n))$ , and n if  $a = \Omega\left(\sqrt{\frac{n}{\ln(n)}}\right)$  and K = o(a), by analyzing a Breaker strategy. Our bound for the Breaker is asymptotically the same as the Maker bound presented by Hefetz et al. (2012) for the (a:b) connectivity game. This answers the open problem stated by these authors. We study also the (a:b) Hamiltonicity game in which the Maker's goal is to create a Hamiltonian cycle. We determine the asymptotic optimal generalized threshold bias  $b_0(a)$  for this game as well.