

## **On-line colorings of hypergraphs**

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During the last two decades, the algorithmic aspect of classic Erdős-Hajnal coloring problems has received new attention. For instance, property B was formulated in online game settings. In this game, one player wishes to color all the elements so that the resulting coloring, for example, is proper and the other player wishes to prevent this. Here we introduce and analyze a continuous generalization of Chip Game that models online coloring of hypergraphs. <https://arxiv.org/abs/2211.09486>

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