

Bibliography

- [1] A. V. Aho, M. R. Garey, and J. D. Ullman. The transitive reduction of a directed graph. *SIAM Journal on Computing*, 1(2):131–137, 1972.
- [2] P. Arnoux. Strumian sequences. In V. Berthé, S. Ferenczi, C. Mauduit, and A. Siegel, editors, *Substitutions in Dynamics, Arithmetics and Combinatorics*, volume 1794 of *LNM*, chapter 6, pages 143–198. Springer, 2002.
- [3] Jørgen Bang-Jensen and Gregory Gutin. *Digraphs: Theory, Algorithms and Applications*. Springer, 2001.
- [4] József Beck. Van der Waerden and Ramsey type games. *Combinatorica*, 2:103–116, 1981.
- [5] József Beck. On positional games. *Journal of Combinatorial Theory, Series A*, 30:117–131, 1991.
- [6] József Beck. Deterministic graph games and a probabilistic intuition. *Combinatorics, Probability and Computing*, 3:13–26, 1994.
- [7] József Beck. Tic-Tac-Toe. In Béla Bollobás, editor, *Contemporary Combinatorics*, number 10 in Bolyai Society Mathematical Studies, pages 93–137. Springer, 2002.
- [8] Elwyn R. Berlekamp, Hohn H. Conway, and Richard K. Guy. *Winning Ways for your mathematical plays*, volume 2: Games in Particular. Academic Press, 1982.
- [9] Kellogg S. Booth. Isomorphism testing for graphs, semigroups, and finite automata are polynomially equivalent problems. *SIAM Journal on Computing*, 7(3):273–279, 1978.
- [10] Glen E. Bredon. *Topology and Geometry*. Springer, 1993.
- [11] John H. Conway. The angel problem. In Richard Nowakowski, editor, *Games of No Chance*, volume 29 of *MSRI Publications*, pages 3–12. 1996.
- [12] Thomas H. Cormen, Charles E. Leiserson, and Ronald L. Rivest. *Introduction to Algorithms*, chapter 26. MIT Press, 1990.
- [13] Bart de Schutter and Bart de Moor. On the sequence of consecutive powers of a matrix in a Boolean algebra. *SIAM Journal on Matrix Analysis and Applications*, 21(1):328–354, 1999.
- [14] Eric D. Demaine. Playing games with algorithms: Algorithmic combinatorial game theory. In Jiří Sgall, Aleš Pultr, and Petr Kolman, editors, *Proceedings of the 26th Symposium on Mathematical Foundations in Computer Science*, volume 2136 of *LNCS*, pages 18–32, Mariánské Lázně, Czech Republic, 2001.
- [15] Paus Erdős and J. L. Selfridge. On a combinatorial game. *Journal of Combinatorial Theory, Ser. A*, 14:298–301, 1973.
- [16] David Gale and Frank M. Stewart. Infinite games with perfect information. In H. W. Kuhn and A. W. Tucker, editors, *Contributions to the Theory of Games II*, volume 28 of *Annals of Mathematics Studies*, pages 245–266. Princeton University Press, 1953.
- [17] Martin Gardner. Mathematical games. *Scientific American*, 230(2):106–108, 1974.
- [18] Michael R. Garey and David S. Johnson. *Computers and Intractability: A Guide to the Theory of NP-Completeness*. W. H. Freeman, New York, 1979.
- [19] A.W. Hales and R.I. Jewett. Regularity and positional games. *Transactions of the American Mathematical Society*, 106:222–229, 1963.
- [20] Frank Harary. Achievement and avoidance games for graphs. *Annals of Discrete Mathematics*, 13:111–120, 1982.
- [21] Pavol Hell and Jaroslav Nešetřil. On the complexity of H -coloring. *Journal of Combinatorial Theory, Series B*, 48:92–110, 1990.

- [22] Nicholas J. Higham. Newton's method for the matrix square root. *Mathematics of Computation*, 46(174):537–549, 1986.
- [23] Thomas Jech. *Set Theory*. Academic Press, 1978.
- [24] C. R. Johnson, K. Okubo, and R. Reams. Uniqueness of matrix square roots and an application. *Linear Algebra and Applications*, 323:52–60, 2001.
- [25] Volker Kaibel and Alexander Schwartz. On the complexity of polytope isomorphism problems. *Graphs and Combinatorics*, 19(2):215–230, 2003.
- [26] Ki Hang Kim. *Boolean matrix theory and applications*. Marcel Dekker, Inc., 1982.
- [27] Johannes Köbler, Uwe Schöning, and Jacobo Torán. *The Graph Isomorphism Problem*. Birkhäuser, 1993.
- [28] Martin Kutz. The complexity of Boolean matrix root computation. In T. Warnow and B. Zhu, editors, *Computing and Combinatorics, 9th Ann. Intern. Conf., COCOON 2003, Proceedings*, volume 2697 of *LNCS*, pages 212–221, Big Sky, MT, USA, 2003.
- [29] Ya Yan Lu. A Padé approximation method for square roots of symmetric positive definite matrices. *SIAM Journal on Matrix Analysis and Applications*, 19(3):833–845, 1998.
- [30] Anna Lubiw. Some NP-complete problems similar to graph isomorphism. *SIAM Journal on Computing*, 1981.
- [31] George Markowsky. Ordering D-classes and computing Shein rank is hard. *Semigroup Forum*, 44:373–375, 1992.
- [32] Donald A. Martin. Borel determinacy. *Annals of Mathematics*, 102(2):363–371, 1975.
- [33] Rudolph Mathon. A note on the graph isomorphism counting problem. *Information Processing Letters*, 8(3):131–132, 1979.
- [34] Rajeev Motwani and Madhu Sudan. Computing roots of graphs is hard. *Discrete Applied Mathematics*, 54(1):81–88, 1994.
- [35] Ian Munro. Efficient determination of the transitive closure of a directed graph. *Information Processing Letters*, 1:56–58, 1971.
- [36] Panayiotis J. Psarrakos. On the m th roots of a complex matrix. *The Electronic Journal of Linear Algebra*, 9:32–41, 2002.
- [37] Stephan Reisch. Gobang ist PSPACE-vollständig. *Acta Informatica*, 13:59–66, 1980.
- [38] Kenneth A. Ross and Charles R. B. Wright. *Discrete Mathematics*, chapter 7.5. Prentice-Hall, second edition, 1988.
- [39] Thomas J. Schaefer. On the complexity of some two-person perfect-information games. *Journal of Computer and System Science*, 16:185–225, 1978.
- [40] Larry L. Stockmeyer. The minimal set basis problem is NP-complete. IBM Research Report No. RC-5431, IBM Thomas J. Watson Research Center, 1975.