# Publications

## by Stephan Dominique Andres

### Articles in Refereed Journals


[1] Andres SD, Equality perfect graphs and digraphs. Contributions to Discrete Math. (to appear).

[2] Andres SD, Bergold H, Hochstättler W, Wiehe J, A semi-strong perfect digraph theorem. AKCE Internat. J. Graphs Combin. (to appear).

[3] Andres SD, Charpentier C, Fong WL, Game-perfect directed forests. Discuss. Math. Graph Theory (to appear).

[4] Andres SD, On kernels in strongly game-perfect digraphs and a characterisation of weakly game-perfect digraphs. AKCE Internat. J. Graphs Combin. (in press). https://doi.org/10.1016/j.akcej.2019.03.020

[5] Andres SD, Falcón RM, Colouring games based on autotopisms of Latin hyper-rectangles. Quaestiones Mathematicae 42 (2019) 953–975.

[6] Andres SD, Huggan M, Mc Inerney F, Nowakowski RJ, The orthogonal colouring game. Theor. Comp. Sci. 795 (2019) 312–325.

[7] Andres SD, Lock E, Characterising and recognising game-perfect graphs. Discrete Math. Theor. Comput. Sci. 21:1 (2019) #6, 39pp.

[8] Falcón RM, Andres SD, Autotopism stabilized colouring games on rook's graphs. Discrete Applied Math. 266 (2019) 200–212.

[9] Andres SD, Theuser A, Note on the game colouring number of powers of graphs. Discuss. Math. Graph Theory 36 (2016) 31–42.

[10] Andres SD, Hochstättler W, Perfect digraphs. J. Graph Theory 79 (2015) 21–29.

[11] Andres SD, Hochstättler W, The game colouring number of powers of forests. Discrete Math. Theor. Comput. Sci. 18:1 (2015) #2, 9pp.

[12] Andres SD, Hochstättler W, Merkel M, On a base exchange game on bispanning graphs. Discrete Applied Math. 165 (2014) 25–36.

[13] Andres SD, Game-perfect digraphs. Math. Meth. Oper. Res. 76 (2012) 321–341.

[14] Andres SD, On characterizing game-perfect graphs by forbidden induced subgraphs. Contributions to Discrete Math. 7 (2012) 21–34.

[15] Andres SD, On multiperiodic infinite recursions and their finite core. J. Integer Sequences 14 (2011) Art. 11.2.7, 9pp.

[16] Andres SD, Hochstättler W, Some heuristics for the binary paint shop problem and their expected number of colour changes. J. Discrete Algorithms 9 (2011) 203–211.

[17] Andres SD, Hochstättler W, The game chromatic number and the game colouring number of classes of oriented cactuses. Information Process. Lett. 111 (2011) 222–226.

[18] Andres SD, Hochstättler W, Schallück C, The game chromatic index of wheels. Discrete Appl. Math. 159 (2011) 1660–1665.

[19] Andres SD, Directed defective asymmetric graph coloring games. Discrete Appl. Math 158 (2010) 251–260.

[20] Andres SD, Note on the number of rooted complete $N$-ary trees. Ars Combin. 94 (2010) 465–469.

[21] Andres SD, Game-perfect graphs. Math. Methods Oper. Res. 69 (2009) 235–250.

[22] Andres SD, Classification of all associative mono-$n$-ary algebras with 2 elements. Int. J. Math. Math. Sci. (2009) Art. ID 678987, 16 pp.

[23] Andres SD, Asymmetric directed graph coloring games. Discrete Math. 309 (2009) 5799–5802.

[24] Andres SD, Lightness of digraphs in surfaces and directed game chromatic number. Discrete Math. 309 (2009) 3564–3579.

[25] Andres SD, The incidence game chromatic number. Discrete Appl. Math. 157 (2009) 1980–1987.

[26] Andres SD, The game chromatic index of forests of maximum degree $\Delta \geq 5$. Discrete Appl. Math. 154 (2006) 1317–1323.

**Errata**

[27] Andres SD, Huggan M, Mc Inerney F, Nowakowski RJ, Corrigendum to "The orthogonal colouring game" [Theor. Comput. Sci. 795 (2019) 312–325]. Theor. Comput. Sci. (in press).
https://doi.org/10.1016/j.tcs.2019.12.007

[28] Andres SD, Erratum to: The incidence game chromatic number [Discrete Appl. Math. 157 (9) (2009) 1980–1987]. Discrete Appl. Math. 158 (2010) 728.

**Abstracts in Conference Proceedings**

[29] Andres SD, Bergold H, Falcón RM, Autoparatopism stabilized colouring games on rook's graphs. Discrete Mathematics Days 2018. Electron. Notes Discrete Math. 68 (2018) 233–238.

[30] Andres SD, Hochstättler W, Perfect digraphs: answers and questions, in: Dušan Knop (ed.): Midsummer Combinatorial Workshop 2013. IUUK-CE-ITI series 2014, 2014-614 (2014) 7–9.

[31] Andres SD, On characterizing game-perfect graphs by forbidden induced subgraphs, in: Jiri Fink (ed.): Midsummer Combinatorial Workshop 2009. KAM-DIMATIA Series 2010, 2010-959 (2010) 12–17.

[32] Andres SD, The incidence game chromatic number. ODSA 2006 — Conference on Optimal Discrete Structures and Algorithms. Electron. Notes Discrete Math. 27 (2006) 1–2.

[33] Andres SD, Game-perfect graphs with clique number 2. CTW2006 — Cologne-Twente Workshop on Graphs and Combinatorial Optimization. Electron. Notes Discrete Math. 25 (2006) 13–16.

[34] Andres SD, The positive lightness of digraphs, embeddable in a surface, without 4-cycles. 7th International Colloquium on Graph Theory. Electron. Notes Discrete Math. 22 (2005) 119–122.

[35] Andres SD, The game chromatic index of forests of maximum degree 5. 2nd Cologne-Twente Workshop on Graphs and Combinatorial Optimization. Electron. Notes Discrete Math. 13 (2003) 5–8.

**Theses**

[36] Andres SD, Colouring concepts on combinatorial structures. Habilitation thesis, submitted 2019.

[37] Andres SD, Digraph coloring games and game-perfectness. Ph.D Thesis, Verlag Dr. Hut, 2007.

[38] Andres SD, Spieltheoretische Kantenfärbungsprobleme auf Wäldern und verwandte Strukturen. Diploma Thesis, Universität zu Köln, 2003.

**Miscellanea**

[39] Andres SD, A note on the digraph parameters lightness and weight and their duals heaviness and mass. Seminarberichte Mathematik aus der Fakultät für Mathematik und Informatik der FernUniversität in Hagen 87 (2015) 113–118.

[40] Andres SD, Börger R: Note on a 1-colouring game on paths and cycles. Seminarberichte Mathematik aus der Fakultät für Mathematik und Informatik der FernUniversität in Hagen 87 (2015) 73–76.

**Submitted Papers**

[41] Andres SD, Greedy versus recursive greedy: uncorrelated heuristics for the binary paint shop problem. Preprint (2019)

[42] Andres SD, Dross F, Huggan M, Mc Inerney F, Nowakowski RJ, On the complexity of orthogonal colouring games and the NP-completeness of recognising graphs admitting a strictly matched involution. Preprint (2019).