

Social network game

Form the longest chain of workshop participants with no cycles!

An undirected network is defined on the set of workshop participants¹ by the following rule:

Two workshop participants A and B are linked **if and only if**

[A and B co-authored a paper together²] **or**

[A and B graduated from/ are currently enrolled as students at the same institution³]

Let's call this the *social network*.

A subset of the social network is called a *line (sub)network* if the nodes in it form a single acyclic path.

The goal of the game is to build the largest set of workshop participants (**including oneself**) that together form a **line network**. To emphasize: **the network must be acyclic (when all links of the original social network are taken into account)**.

Submissions must be made by activating the Google form in the designated space in Gather.town, or directly here: <https://forms.gle/nkRzQHSNeYaJschB8>

The deadline for submission is February 26, 11:59:59 pm AOE.

Collusion and/or communication is permitted (and encouraged).

The winner(s) will be announced. **\$100** will be donated to a charity of the winner's choice. If there are N winners, the donation will be split into N equal parts, with each winner deciding about their part.

¹ A participant is defined as someone who logged into the Gather.town platform at least once during the workshop.

² The paper must be available on some electronic archive/ website but does not have to be published.

³ For participants holding or pursuing a PhD, this is their graduate-degree-granting institution. For anyone else, it is the college they most recently graduated from or currently attend.