Title: How to route in Graphs with Holes?

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We consider a distributed online routing problem, where we are given an arbitrary graph $G = (V, E)$ that is embedded in the Euclidean plane. $G$ might have holes. Node $u$ wants to send a package to node $v$ across edges in $G$ without passing these holes, given only the geographic coordinates of $u$ and $v$ in $G$. How can we solve this kind of routing problem?

In this talk we will investigate this question.