VCU Discrete Mathematics Seminar

Optimal pebbling number of graphs

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Wednesday, Nov. 16
1:00-1:50 EDT

Watch Party in 4145 Harris Hall

& Zoom @ `https://vcu.zoom.us/j/92975799914`
`password=graphs2357`

Graph pebbling is a game on graphs. Consider a distribution of pebbles on a connected graph G. A pebbling move removes two pebbles from a vertex and places one to an adjacent vertex. A vertex is reachable under a pebbling distribution if it has a pebble after the application of a sequence of pebbling moves. The optimal pebbling number $\pi_{opt}(G)$ is the smallest number of pebbles that we can distribute in such a way that each vertex is reachable. In this talk we give a brief survey of the topic. We discuss some new variants of this graph parameter. We also mention some interesting open problems.

For the DM seminar schedule, see:

`https://vcumath.github.io/Seminar/dms.html`