

CHIP-FIRING GAMES AND GONALITY COMPUTATION

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Chip-firing games are a combinatorial tool used in divisor theory on algebraic curves. Gonality is a key invariant for both graphs and curves, measuring the minimum degree of a positive-rank divisor. One can determine the gonality of a graph through brute-force checks of every possible divisor, a very inefficient process. In fact, computing gonality is known to be NP-hard, so we need innovative tools to solve this problem. We discuss the background of chip-firing games in gonality computation, and an algorithm designed by the speaker at the Williams SMALL 2021 REU, to compute gonality of any finite graph.

Wednesday, November 3rd at 7 PM

Join at Park 245 or via Zoom

Snacks at 6:30 PM in the Math Lounge, before the talk begins!

Zoom Link:

<https://brynmawr-edu.zoom.us/j/95807982212?pwd=aXBBMnFZMUUyWDQ1S1d3TGozc0t5Zz09>