



Colloquium Series



Spinning switches on a wreath product

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Abstract: This talk discusses a puzzle called “Spinning Switches,” based on a problem popularized by Martin Gardner in his February 1979 column of “Mathematical Games”. This puzzle can be generalized to a two-player game on a finite wreath product. This talk will provide a classification of several families of these generalized puzzles, including a full classification in the case of Abelian groups.

Keywords: Combinatorics, Group Theory, Algorithms.

Wednesday, Oct. 12, 1:05 – 1:50 pm in 4-1-314