



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 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**

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