Hypercube orientations with degree restrictions, or what color is my hat?

by

Steve Butler

Assistant Professor, Department of Mathematics, Iowa State University

Abstract: There are many variations of hat guessing games, which generically consist of a group of players forming a strategy about how each player will go about guessing the color of their own hat by using information gleaned from looking at the hats of other players (but not their own). Strategies in this game can be rephrased in terms of hypercube orientations with given degree restrictions. We will look at several problems in this direction and give some open problems.

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