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Optimal Pebbling in Hypercubes using Error-correcting codes

A *pebbling distribution* on a graph G consists of placing pebbles on $V(G)$. A *pebbling move* removes two pebbles from some vertex and adds one pebble to an adjacent vertex. A distribution is *solvable* if a pebble can be moved to any target vertex by a sequence of pebbling moves. Using error-correcting codes, we construct solvable distributions on hypercubes Q^n where the number of pebbles is in $O(1.34^n)$, improving on previously constructed distributions.