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Game Show Scheduling and Orderings of Elements of a Product

Here we discuss a scheduling problem that has its root in scheduling actors. In particular we are interested in enumerating elements of the product of sets such that individual elements do not appear too frequently in the listing of the elements of the product. This problem (eventually) reduces to finding an appropriate Hamilton path in a appropriately defined graph. We show bounds for some basic parameters of the problem and describe conditions for the existence of such a path.