

A photograph of a large, ornate, light-colored stone building with multiple towers and arched windows, identified as the Leibniz University of Hannover. The sky is clear and blue.

Rubik's Group

My final lecture

Benjamin Sambale

Leibniz Universität Hannover

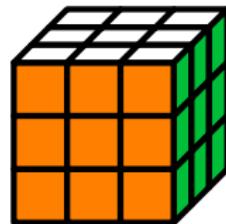
08.07.2024

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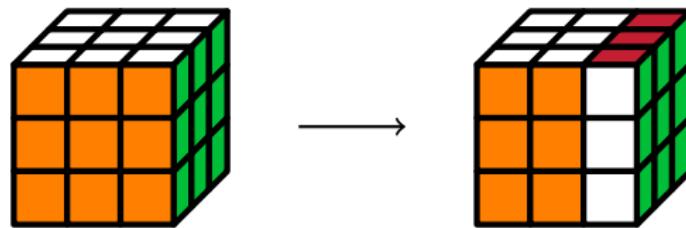
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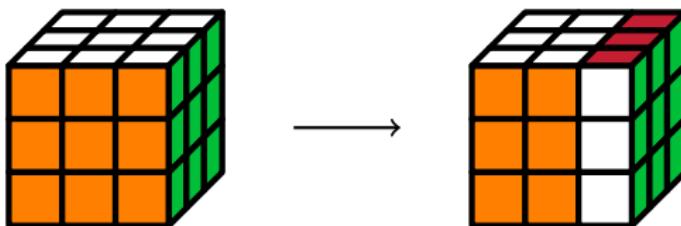
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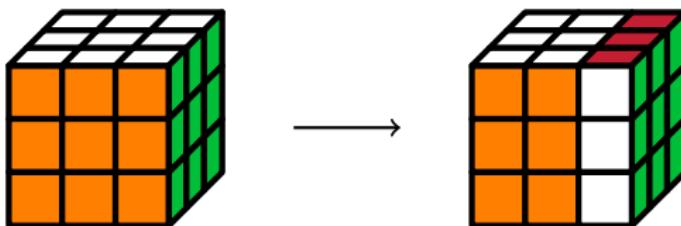
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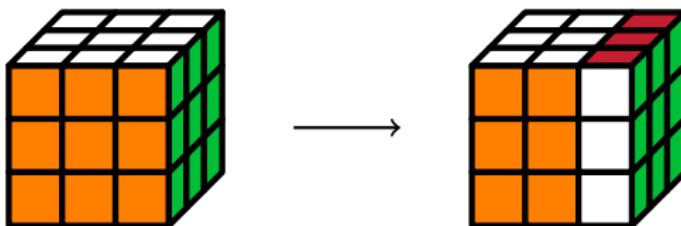
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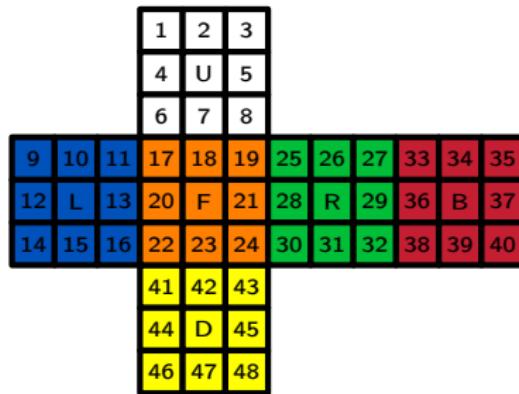
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How "big" is the cube?

How many states can we reach by applying an arbitrary number of moves?

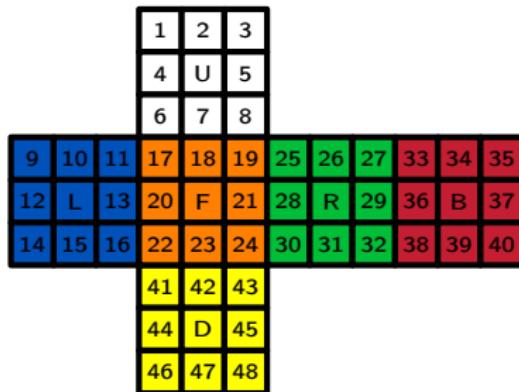
Facelets

- Idea: Enumerate the $6 \cdot 8 = 48$ edge and corner facelets:



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- Every move becomes a permutation in S_{48} , e.g.
a clockwise 90° turn of the front face:

$$f := (6, 25, 43, 16)(7, 28, 42, 13)(8, 30, 41, 11)(17, 19, 24, 22)(18, 21, 23, 30).$$

The cube group

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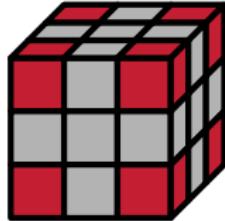
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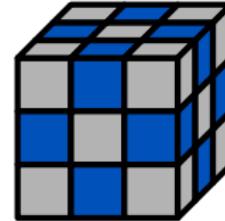
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We can do much better.
- Is G transitive on the 48 facelets?
- No: The $8 \cdot 3 = 24$ corner facelets and the $12 \cdot 2 = 24$ edge facelets form orbits Ω_C and Ω_E .

Ω_C :



Ω_E :



Action on Ω_C

- Hence,

$$G \leq \text{Sym}(\Omega_C) \times \text{Sym}(\Omega_E) \cong S_{24}^2$$

and $|G| \leq (24!)^2 \approx 10^{48}$.

Action on Ω_C

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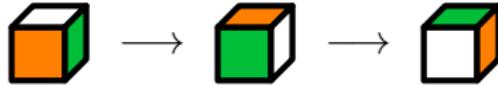
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- No: the three facelets of a corner **cubie** form a block Δ in Ω_C .
- We can permute the three facelets of Δ only cyclically:



Action on Ω_E

From the lecture:

Satz 6.26. Sei G eine imprimitive Permutationsgruppe auf Ω mit Block Δ . Sei $H := \{g \in G : {}^g\Delta = \Delta\}$ und sei $\varphi : H \rightarrow \text{Sym}(\Delta)$ die Operation auf Δ . Sei $\Gamma := \{{}^g\Delta : g \in G\}$ und sei $\psi : G \rightarrow \text{Sym}(\Gamma)$ die Operation auf Γ . Dann ist G zu einer Untergruppe von $\varphi(H) \wr \psi(G)$ isomorph.

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- This gives a homomorphism $G \rightarrow C_3 \wr S_8 \leq S_{24}$.
- Similarly, the two facelets of an edge cubie form a block of Ω_E .
- Therefore,

$$G \leq C_3 \wr S_8 \times C_2 \wr S_{12}$$

and $|G| \leq 3^8 8! \cdot 2^{12} 12! \approx 5 \cdot 10^{20}$.

Action on corner cubies

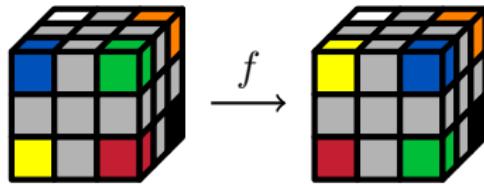
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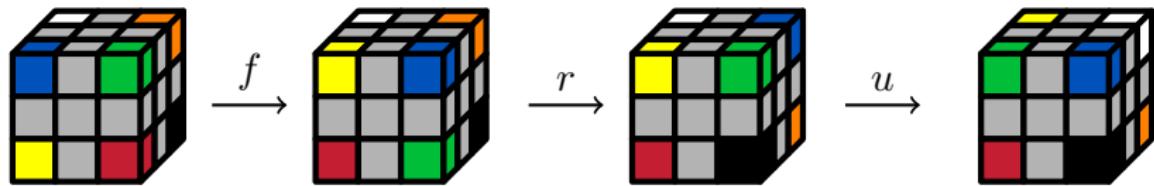
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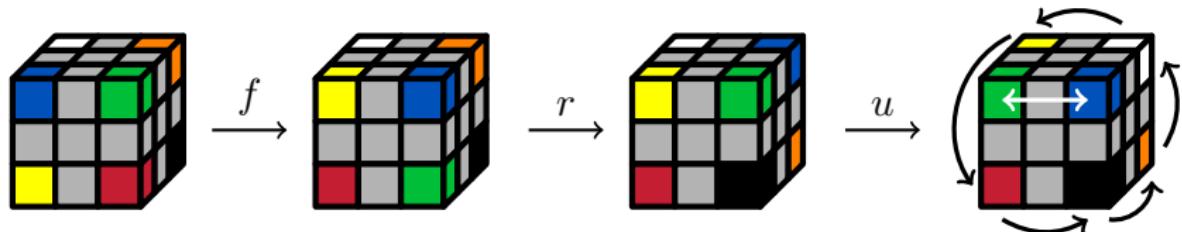
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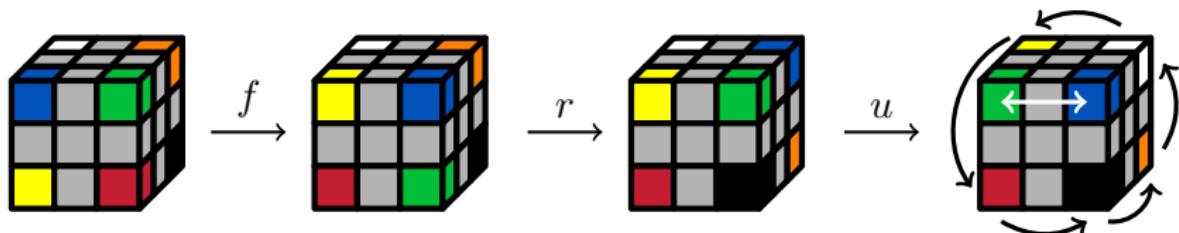
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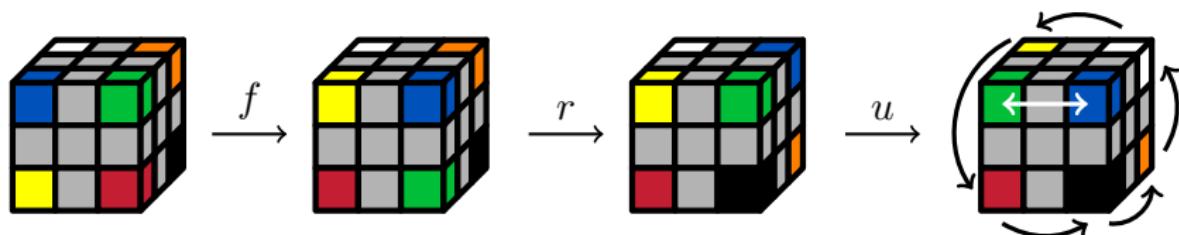
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- With suitable labeling: $\varphi_C(x) = (1, 2)(3, 4, 5, 6, 7)$ and $\varphi_C(x^5) = (1, 2)$.
- Since $S_8 = \langle (1, 2), \dots, (7, 8) \rangle$ (exercise), $\varphi_C(G) = S_8$.

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- Therefore, $A_{12} = \langle (1, 2, 3), \dots, (10, 11, 12) \rangle \subseteq \varphi_E(G_C) \subseteq A_{12}$.

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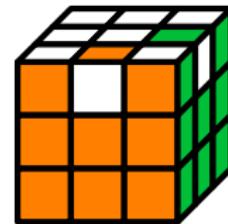
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- Hence, $|N_2| \leq 2^{11}$.

Edge flips (realized)

- On the other hand, we can flip just two (adjacent) edges:

$$r^2 f^2 r^{-1} f r f r^2 b^{-1} u^{-1} f^{-1} u f b$$

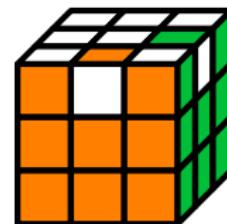


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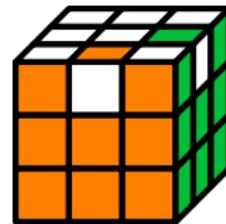
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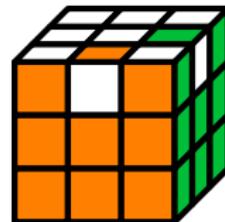
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- This shows $|N_2| = 2^{11}$.
- The group $N_2 \rtimes S_{12} \leq G$ is the **reflection group** with Dynkin diagram D_{12} .

Corner orientations (computed)

- Let $g \in G$ be a generator corresponding to

$$(t, \pi) \in \langle \zeta \rangle^{\mathcal{C}} \rtimes \text{Sym}(\mathcal{C}) \cong C_3 \wr S_8.$$

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$$\begin{aligned}1 &= (t, \pi)^4 = (t \cdot {}^\pi t, \pi^2) * (t, \pi) * (t, \pi) = (t \cdot {}^\pi t \cdot {}^{\pi^2} t, \pi^3) * (t, \pi) \\&= (t \cdot {}^\pi t \cdot {}^{\pi^2} t \cdot {}^{\pi^3} t, \pi^4).\end{aligned}$$

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- In particular,

$$\begin{aligned} 1 &= \prod_{c \in \mathcal{C}} (t {}^\pi t {}^{\pi^2} t {}^{\pi^3} t)(c) = \prod_{c \in \mathcal{C}} t(c) \prod_{c \in \mathcal{C}} t({}^{\pi^{-1}} c) \prod_{c \in \mathcal{C}} t({}^{\pi^{-2}} c) \prod_{c \in \mathcal{C}} t({}^{\pi^{-3}} c) \\ &= \left(\prod_{c \in \mathcal{C}} t(c) \right)^4 = \prod_{c \in \mathcal{C}} t(c). \end{aligned}$$

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- If $(t, \pi), (t', \pi') \in \langle \zeta \rangle^{\mathcal{C}} \rtimes \text{Sym}(\mathcal{C})$ such that $\prod t(c) = \prod t'(c) = 1$, then also

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- Consequently, every $g \in G$ corresponds to some (t, π) with $\prod t(c) = 1$.
- Interpretation: It is impossible to twist a single corner cubie without changing the rest.

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Corner orientations (computed)

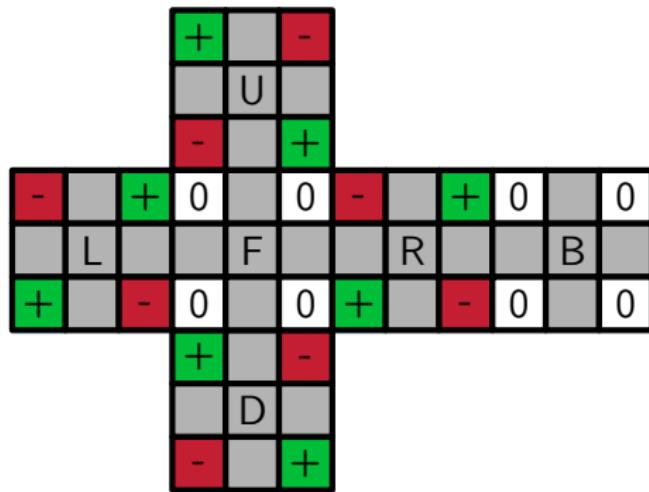
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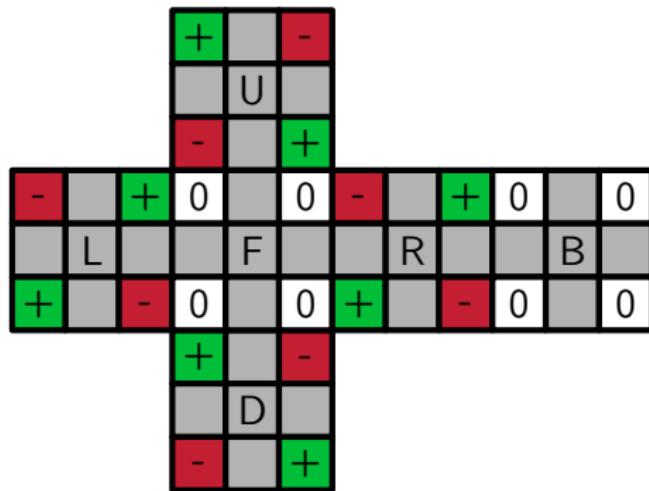
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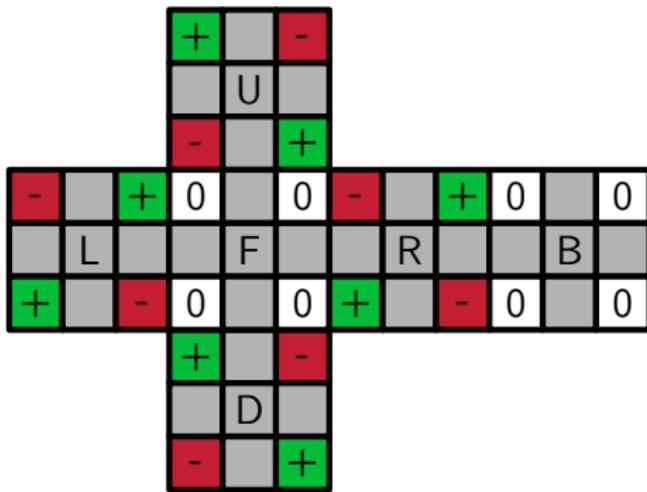
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Every move causes one of the following effects:

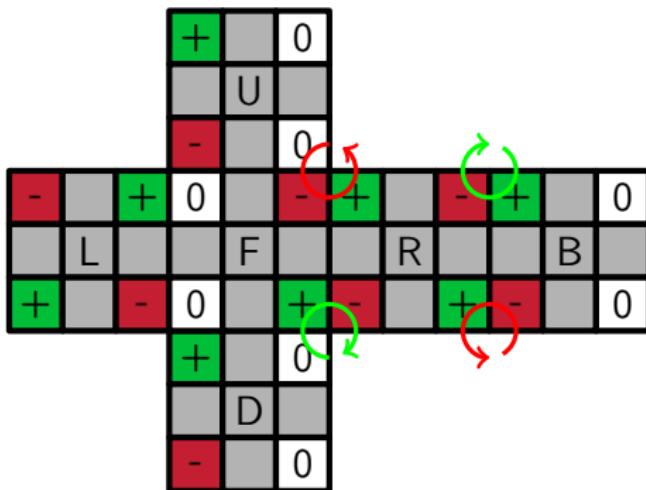
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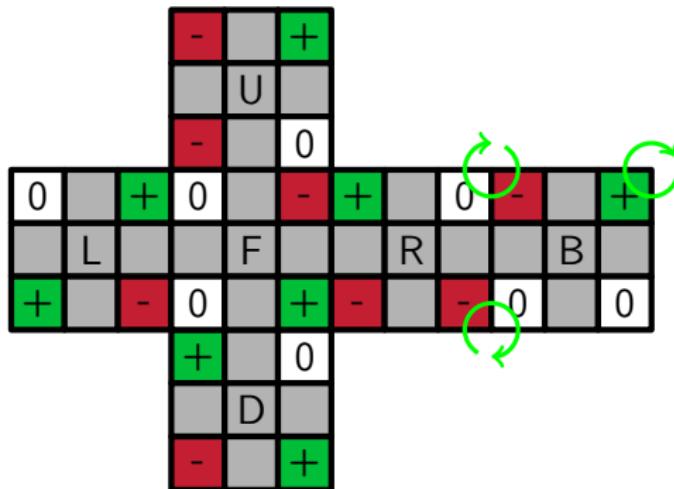
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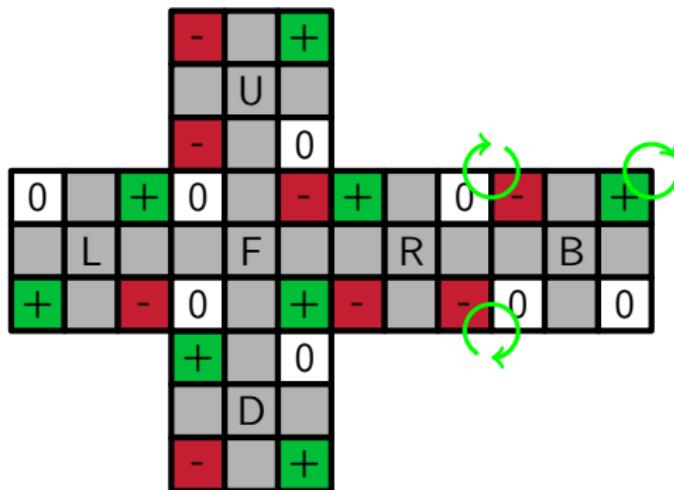
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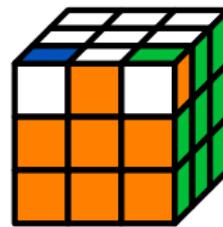


⇒ The sum of all twists is always 0 modulo 3.

Corner orientations (realized)

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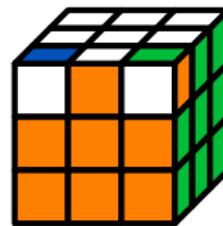


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Interpretation: After taking apart and reassembling the cubies randomly, the cube is “solvable” in only 1 out of 12 cases.

Consequences

- $G \cong (C_3^7 \times C_2^{11}) \rtimes (A_8 \times A_{12}) \rtimes C_2$. Composition factors:
 C_2 (12 times), C_3 (7 times), A_8 , A_{12} .

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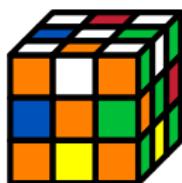
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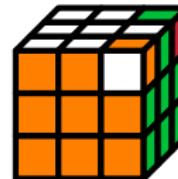
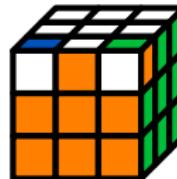
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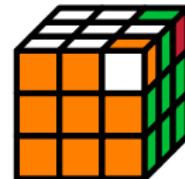
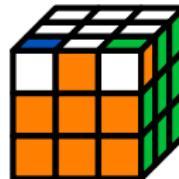
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Using the “symmetry” $g \leftrightarrow g^{-1}$, we get down to 450.541.810.590.509.978.

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- On the second move, it makes no sense to turn the same face again. This leaves 15 moves.

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Proof (continued).

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- Solving the recurrence yields $\sum_{n=0}^{17} s_n < |G|$. □

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- Most states require 18 moves and the average is slightly below 18.
- If only quarter turn moves are allowed, God's number increases to 26.

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- There is a zero-knowledge AI algorithm in the spirit of AlphaZero which finds solution with 30 quarter turn moves on average.

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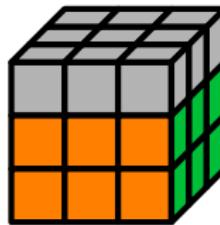
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- Tip: Write down s and s^{-1} on paper! If you mess up $[s, u]$, you have to start from the very beginning.

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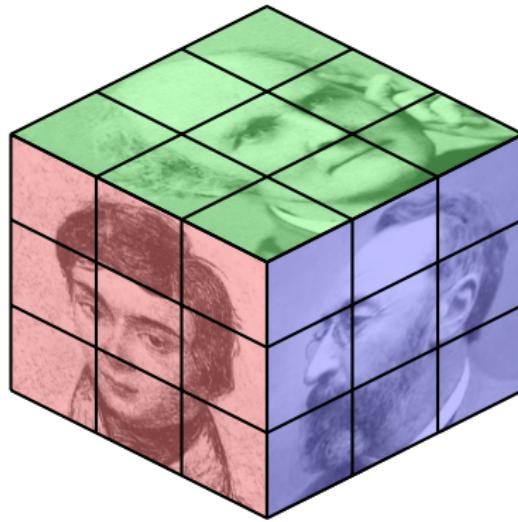
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Visit: <https://www.worldcubeassociation.org>,
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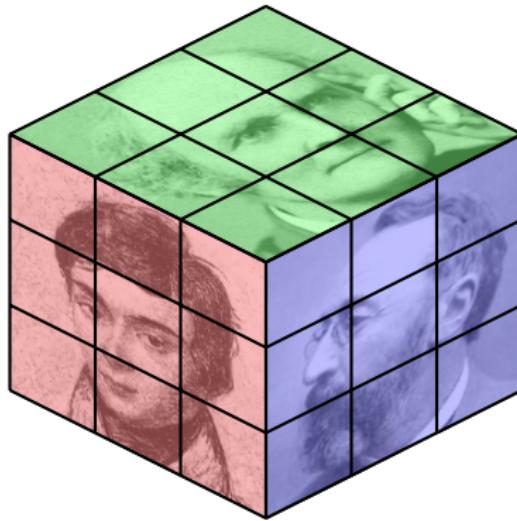
Variations

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Answer: Yes.

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- On the other hand, $(uf)^{105} = (1_G, \zeta, \zeta, 1, \dots, 1) \in \hat{G}$. Hence,

$$|\hat{G}| = 2^{11} |G| = 88.580.102.706.155.225.088.000.$$

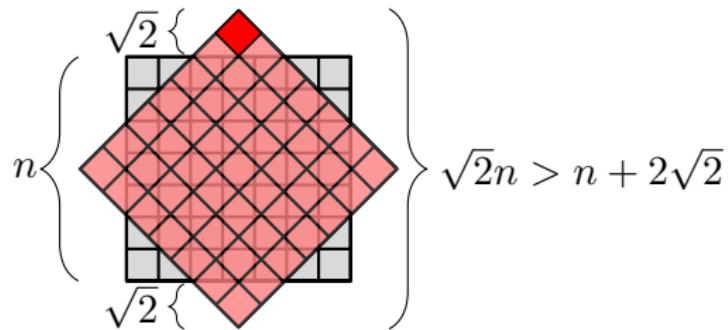
Variations

The invention of $n \times n \times n$ -cubes:

n	Inventor	Product name	Year
2	Larry D. Nichols	Pocket Cube	1970
3	Ernő Rubik	Rubik's Cube	1974
4	Péter Sebestény	Rubik's Revenge	1981
5	Udo Krell	Professor's Cube	1981
6	Panagiotis Verdes	V-Cube 6	2004

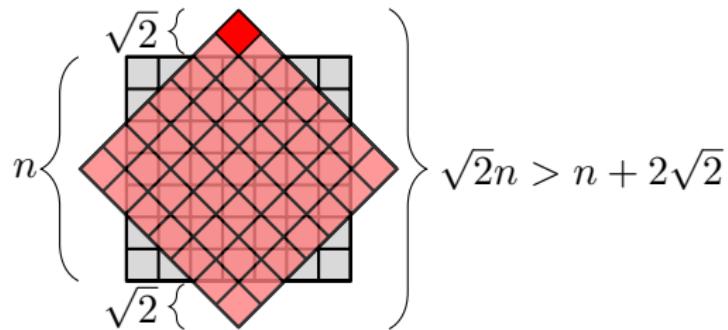
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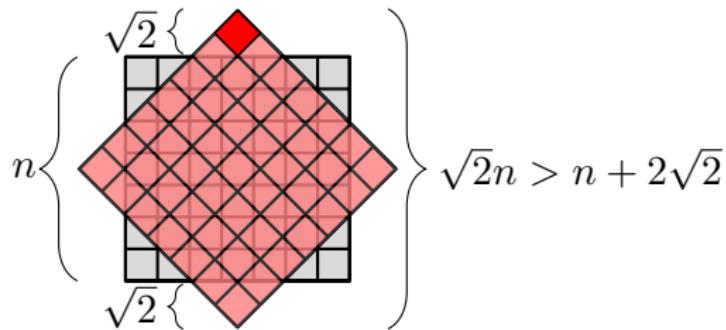
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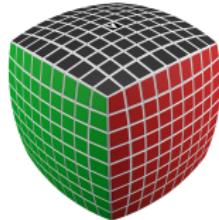
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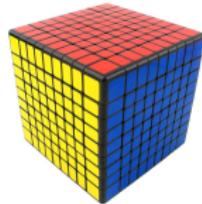


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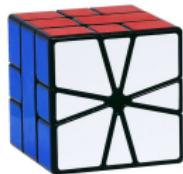
V-Cube 9:



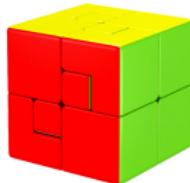
ShengShou 9:



Endless other variations



Square-1



Puppet cube



Ghost cube



Pyraminx



Skewb Diamond



Skewb Ultimate



Gigaminx



Hypercube

Visit: www.thecubicle.com, ruwix.com, mastercubestore.de

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G=Group(u*l,f*r*b); #returns true
```

With the computer...

Lets use the open-source computer algebra system GAP.

Rubik's group can be copied from

<http://www.gap-system.org/Doc/Examples/rubik.html>

GAP-Code

```
f:=(6,25,43,16)....;  
G:=Group(f,b,l,r,u,d);  
Order(G);  
G=Group(u*l,f*r*b); #returns true
```

Interpretation: Every state can be solved using only the two sequences *ul* and *frb* (never turning the down face)!

With the computer...

GAP-Code

```
orb:=Orbits(G);
```

With the computer...

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```
orb:=Orbits(G);  
corners:=Blocks(G,orb[1]);
```

With the computer...

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```
orb:=Orbits(G);  
corners:=Blocks(G,orb[1]);  
edges:=Blocks(G,orb[2]);
```

With the computer...

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```
orb:=Orbits(G);  
corners:=Blocks(G,orb[1]);  
edges:=Blocks(G,orb[2]);  
phiC:=ActionHomomorphism(G,corners,OnSets);
```

With the computer...

GAP-Code

```
orb:=Orbits(G);  
corners:=Blocks(G,orb[1]);  
edges:=Blocks(G,orb[2]);  
phiC:=ActionHomomorphism(G,corners,OnSets);  
phiE:=ActionHomomorphism(G,edges,OnSets);
```

With the computer...

GAP-Code

```
orb:=Orbits(G);
corners:=Blocks(G,orb[1]);
edges:=Blocks(G,orb[2]);
phiC:=ActionHomomorphism(G,corners,OnSets);
phiE:=ActionHomomorphism(G,edges,OnSets);
StructureDescription(Image(phiC)); #returns "S8"
```

With the computer...

GAP-Code

```
orb:=Orbits(G);
corners:=Blocks(G,orb[1]);
edges:=Blocks(G,orb[2]);
phiC:=ActionHomomorphism(G,corners,OnSets);
phiE:=ActionHomomorphism(G,edges,OnSets);
StructureDescription(Image(phiC)); #returns "S8"
StructureDescription(Image(phiE,Kernel(phiC))); #"A12"
```

With the computer...

GAP-Code

```
orb:=Orbits(G);
corners:=Blocks(G,orb[1]);
edges:=Blocks(G,orb[2]);
phiC:=ActionHomomorphism(G,corners,OnSets);
phiE:=ActionHomomorphism(G,edges,OnSets);
StructureDescription(Image(phiC)); #returns "S8"
StructureDescription(Image(phiE,Kernel(phiC))); #"A12"
ZG:=Center(G);
```

With the computer...

GAP-Code

```
orb:=Orbits(G);
corners:=Blocks(G,orb[1]);
edges:=Blocks(G,orb[2]);
phiC:=ActionHomomorphism(G,corners,OnSets);
phiE:=ActionHomomorphism(G,edges,OnSets);
StructureDescription(Image(phiC)); #returns "S8"
StructureDescription(Image(phiE,Kernel(phiC))); #"A12"
ZG:=Center(G);
s:=ZG.1; #first generator = superflip
```

With the computer...

GAP-Code

```
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```

With the computer...

GAP-Code

```
FG:=FreeGroup("f","b","l","r","u","d");  
hom:=GroupHomomorphismByImages(FG,G,GeneratorsOfGroup(FG),  
GeneratorsOfGroup(G)); #Satz 8.7
```

With the computer...

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```
FG:=FreeGroup("f","b","l","r","u","d");
hom:=GroupHomomorphismByImages(FG,G,GeneratorsOfGroup(FG),
GeneratorsOfGroup(G)); #Satz 8.7
PreImagesRepresentative(hom,s); #solution of the superflip
```

With the computer...

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```
FG:=FreeGroup("f","b","l","r","u","d");
hom:=GroupHomomorphismByImages(FG,G,GeneratorsOfGroup(FG),
GeneratorsOfGroup(G)); #Satz 8.7
PreImagesRepresentative(hom,s); #solution of the superflip
Length(last); #number of quarter turn moves
```

With the computer...

GAP-Code

```
FG:=FreeGroup("f","b","l","r","u","d");
hom:=GroupHomomorphismByImages(FG,G,GeneratorsOfGroup(FG),
GeneratorsOfGroup(G)); #Satz 8.7
PreImagesRepresentative(hom,s); #solution of the superflip
Length(last); #number of quarter turn moves
PreImagesRepresentative(hom,Random(G));
```

With the computer...

GAP-Code

```
FG:=FreeGroup("f","b","l","r","u","d");
hom:=GroupHomomorphismByImages(FG,G,GeneratorsOfGroup(FG),
GeneratorsOfGroup(G)); #Satz 8.7
PreImagesRepresentative(hom,s); #solution of the superflip
Length(last); #number of quarter turn moves
PreImagesRepresentative(hom,Random(G));
StringTime(time); #how long did it take?
```

With the computer...

GAP-Code

```
FG:=FreeGroup("f","b","l","r","u","d");
hom:=GroupHomomorphismByImages(FG,G,GeneratorsOfGroup(FG),
    GeneratorsOfGroup(G)); #Satz 8.7
PreImagesRepresentative(hom,s); #solution of the superflip
Length(last); #number of quarter turn moves
PreImagesRepresentative(hom,Random(G));
StringTime(time); #how long did it take?
BrowseRubikCube(); #interactive mode
```

My personal advise

- The $2 \times 2 \times 2$ -cube or the Pyraminx are fair (Christmas) presents (can even be solved by luck).

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Happy semester break!