
About a Mathematical Model of the Eye Glyphs

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Contents

1	The algebraic \mathbb{Z}_5 approach	4
1.1	(not) Group Theory	4
1.2	Possible Extensions	4
1.3	Possible Vector Space, Operations	5
1.3.1	Symmetric Group vector space-ish extension	6
1.3.2	Operations on trigrams	7
2	Analysis	8
2.1	The Complex Bijection	9
2.2	A Complex Extension	10
2.2.1	Working on trigram vectors of the form $t \in Im(f)^3$	10

Introduction

If you're reading this, the *eyes* need no introduction. I won't waste your time explaining what they are, but if you did somehow end up downloading this document and have no idea what it's for, you should probably read about this somewhere else.

The biggest source of eyes info I can point you towards would be Gonzo's [The Emerald Tablet](#), containing as much info as possible about the topic.

If you want the main info, you can read [this page](#) from the wiki [4], or [this document](#) [3].

As I don't need to elaborate on the context of the puzzle itself, I'll use this section to talk about me, and why I chose to write a document about this.

I'm Chris, a third year in Maths University (Aix-Marseille Université, France, I know I'm doxxing myself but trust me, my personal info's basically everywhere anyway), and although that doesn't give me any authority on mathematics as a whole, I haven't seen a lot of variety in the math-based methods to model this puzzle, so *that's what this document will mainly try to do*.

For clarification, I'll model the problem in different ways that all focus on different fields of mathematics, so that *anyone* who has some high-level education in maths can try and have a crack at making up a new method to try and solve the puzzle (not that anyone really needs help with that, the community's been killing it with new ideas [6]).

I'll obviously try to explain how and why some of the concepts I'll mention are useful in the context of solving the puzzle, but no promises on trying to actually use them. And, I'm sorry, but I won't be tackling cryptography as a whole as there's already a **lot** of documents covering that already [2].

For convenience, I'll denote the center, upwards, right, downwards, and left eyes as C, U, R, D and L respectively.

The set containing all eye positions will be :

$$\mathcal{E} := \{C, U, R, D, L\}$$

1 The algebraic \mathbb{Z}_5 approach

The most obvious way of viewing the problem, that has been used before, is representing the eye positions as numbers mod 5.

Let's add some context to that.

1.1 (not) Group Theory

In group theory, a *group* can be mostly thought of as a combination of a set, and an operation, generally addition, denoted by $+$.

This can be for example $(\mathbb{Z}, +)$, the integers.

A *ring* is the combination of a group and another operation, generally multiplication denoted by \times or \cdot (rings aren't like fields though, so you don't have to worry about inverses being defined).

Consider the ring $(\mathbb{Z}_5, +, \cdot)$.

An element of the ring is, by definition, an element of \mathbb{Z}_5 , on which we can perform addition $(+)$ and multiplication (\cdot) .

Forgive the seemingly unnecessary terms, but we need them to avoid confusion later.

The community who worked on this approach and developed the main ideas surrounding it decided the following attribution [3] :

$$C = 0, \quad U = 1, \quad R = 2, \quad D = 3, \quad L = 4$$

This, alone, does not satisfy a group structure!

The main grudge I have with this vision is that it leads members of the community to come up with ways to "add" the numbers (and maybe take the remainder mod 5 since all the numbers are already mod 5).

But **two rights don't make a left**, and therefore it is incorrect to state that $2 + 2 = 4$ in this system.

This model does have its benefits however, as we'll see shortly after this next section.

1.2 Possible Extensions

This is the part where I wanted to mention vector spaces, but can't due to a lack of group structure in our current system.

This is in my opinion, the part of the model that is most lacking, so I'll try and propose some ideas but honestly, anything goes so long as it follows a certain set of rules.

We want to choose an operation that I'll write as $*$ for now, such that :

- There is a neutral element :

$$\exists p_0 \in \mathcal{E}, \quad \forall p \in \mathcal{E}, \quad p * p_0 = p$$

Such an element will be noted 0.

- $*$ is commutative :

$$\forall (p_1, p_2) \in \mathcal{E}^2, \quad p_1 * p_2 = p_2 * p_1$$

- $*$ is associative :

$$\forall (p_1, p_2, p_3) \in \mathcal{E}^3, \quad p_1 * (p_2 * p_3) = (p_1 * p_2) * p_3$$

- Every element has an inverse by $*$:

$$\forall p_1 \in \mathcal{E}, \exists p_2 \in \mathcal{E} \quad p_1 * p_2 = 0$$

This assumes $*$ is commutative, but if you want to try using an non-commutative operation, that's fine too, although the rest of this document might not fit just right with such a choice.

For this to work, we necessarily need to pick a 0 element, which the community has more or less agreed should be C .

From there, we need an operation $*$ that will allow us to build an isomorphism from our current system to $(\mathbb{Z}_5, +)$.

Such an operation is the cyclic relationship defined by :

$$U * U = R, \quad U * R = D, \quad U * D = L, \quad U * L = C$$

which allows us to write once and for all $(\mathcal{E}, *) \simeq (\mathbb{Z}_5, +)$, with :

$$C = 0, \quad U = 1, \quad R = 2, \quad D = 3, \quad L = 4$$

This might feel unnecessary to you, but other isomorphisms are possible with different attributions, and you could draw parallels with other groups entirely, so don't hesitate to think of other sets with 5 elements (五行, for example).

1.3 Possible Vector Space, Operations

A lot of evidence points towards regrouping an eye message as trigrams [3] [1].

Such trigrams contain 3 eyes, each staring in a given direction.

Let $\mathcal{E}^3 = \mathcal{E} \times \mathcal{E} \times \mathcal{E}$ be the Kronecker product on which we can define a more generalised version of the $*$ operation :

$$\forall (t_1, t_2) = \left(\begin{pmatrix} p_1 \\ p_2 \\ p_3 \end{pmatrix}, \begin{pmatrix} p'_1 \\ p'_2 \\ p'_3 \end{pmatrix} \right) \in \mathcal{E}^3 \times \mathcal{E}^3, \quad t_1 * t_2 = \begin{pmatrix} p_1 * p'_1 \\ p_2 * p'_2 \\ p_3 * p'_3 \end{pmatrix}$$

Obviously, in a similar fashion we have $(\mathcal{E}^3, *) \simeq (\mathbb{Z}_5^3, +)$, so we'll be referring to \mathbb{Z}_5^3 now.

We can now extend our system to vector spaces, given *yet another* operation, say \otimes , from elements of a field (S, \circ, \otimes) , such that :

- \otimes is distributive in regards to $+$:

$$\forall (t_1, t_2) \in \mathbb{Z}_5^3 \times \mathbb{Z}_5^3, \forall \sigma \in S, \quad \sigma \otimes (t_1 + t_2) = \sigma \otimes t_1 + \sigma \otimes t_2$$

- \otimes is distributive in regards to \circ :

$$\forall t \in \mathbb{Z}_5^3, \forall (\sigma_1, \sigma_2) \in S^2, \quad (\sigma_1 \circ \sigma_2) \otimes t = \sigma_1 \otimes t + \sigma_2 \otimes t$$

This is quite harder to find as multiplication by real number is usually the selected operation for \otimes , and yet there is no obvious way to multiply trigrams by a real factor.

However, constructing a vector space-like object is possible with some other operations that work on bigger sets of data, namely *composition* of elements from the *permutation group* (\mathfrak{S}_3) . Usually, the symmetric group is used as an action over a vector space [5], which isn't what we'll be attempting in the next section.

1.3.1 Symmetric Group vector space-ish extension

I won't be showing proof that the operation is valid, as the proof is easy but requires a good understanding of permutations in \mathfrak{S}_n and explaining the details of that is completely pointless in regards to the vector space itself.

In this case, we'll be looking at (\mathfrak{S}_3, \circ) , where \circ will act as \circ and \otimes from the previous definition. Composition between permutations is common, and applying a permutation from \mathfrak{S}_n to any n -sized array (in our case, a vector), is rather natural.

Here is an example of how you could apply operations between trigrams in this vector space :

Let $t = \begin{pmatrix} p_1 \\ p_2 \\ p_3 \end{pmatrix}, t' = \begin{pmatrix} p'_1 \\ p'_2 \\ p'_3 \end{pmatrix} \in \mathbb{Z}_5^3$. Consider $\sigma = \begin{pmatrix} 1 & 2 & 3 \\ 3 & 1 & 2 \end{pmatrix} \in \mathfrak{S}_3$.

$$t + t' = \begin{pmatrix} p_1 + p'_1 \\ p_2 + p'_2 \\ p_3 + p'_3 \end{pmatrix}$$

$$\sigma(t) = \begin{pmatrix} p_3 \\ p_1 \\ p_2 \end{pmatrix}$$

Just as a proof of concept, it's distributive :

$$\sigma(t) + \sigma(t') = \begin{pmatrix} p_3 \\ p_1 \\ p_2 \end{pmatrix} + \begin{pmatrix} p'_3 \\ p'_1 \\ p'_2 \end{pmatrix} = \begin{pmatrix} p_3 + p'_3 \\ p_1 + p'_1 \\ p_2 + p'_2 \end{pmatrix} = \sigma(t + t')$$

And each element in \mathfrak{S}_3 has an inverse in regards to \circ . We'll write τ_{ij} the transpositions between the i -th and j -th element to save space :

σ	σ^{-1}
id	id
τ_{12}	τ_{12}
τ_{13}	τ_{13}
τ_{23}	τ_{23}
$\begin{pmatrix} 1 & 2 & 3 \\ 3 & 1 & 2 \end{pmatrix}$	$\begin{pmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \end{pmatrix}$
$\begin{pmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \end{pmatrix}$	$\begin{pmatrix} 1 & 2 & 3 \\ 3 & 1 & 2 \end{pmatrix}$

Don't be mistaken though, this isn't a proper vector space since I don't know how one could use \mathfrak{S}_3 to form a ring structure, and therefore cheated this definition to fit the bill a bit better.

1.3.2 Operations on trigrams

The idea of looking at trigrams as vector-like objects of \mathbb{Z}_5^3 is still interesting.

To be honest, I don't know what to write in this section, but still need to include it to emphasize how important variety is in this kind of work.

Many have proposed that the cipher changes with position, or some exterior factor, so we can consider a message as a sequence of \mathbb{Z}_5^3 elements, say $(t_n)_{n \in \mathbb{N}}$, and then have something of the form :

$$\omega(1) = \sum_{n=0}^{+\infty} a_n t_n$$

be a converging series, where a_n is some sequence (*citation needed*).

If that seems like a cool path you want to try, have fun with it, change what you need in the terminology, you could have $\omega(1)$ only be finite for a finite message, tamper with $\omega(X) = \sum_{n=0}^{+\infty} a_n t_n X^n$, choose a_n to be a periodic function to look for patterns... anything goes, and if you're hesitating, don't hesitate to contact me.

2 Analysis

There are multiple ways of analysing the eyes by trying to identify their distribution with a function.

At first I was planning on separating this section so it could fit both real analysis and complex analysis, but real analysis on single variable functions boiled down to number theoretical functions, which, frankly, is boring.

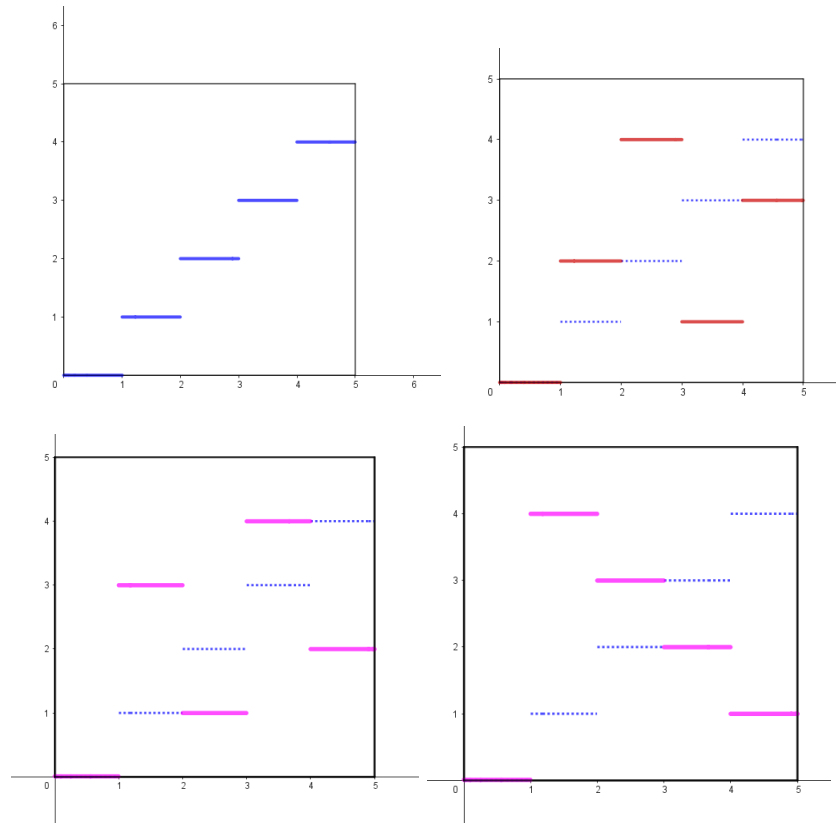
Trivial discrete version

Here is the typical $\llbracket 0, 5 \rrbracket \rightarrow \llbracket 0, 5 \rrbracket$ function that would describe the eye distribution, using $\mathcal{E} \simeq \llbracket 0, 5 \rrbracket$ similarly to our algebra section :

$$\forall n \in \llbracket 0, 5 \rrbracket, \quad f(n) = n$$

There is no really interesting thing to do at this point, so I won't dwell on it, but if you're thinking maybe you can multiply it, $Im(\lambda \times f(\llbracket 0, 5 \rrbracket)) = \llbracket 0, 5 \rrbracket$ for all λ such that $\gcd(\lambda, 5) = 1$, also known as any number that isn't a multiple of 5.

See here for the patterns :



The blue lines are the identity function, and red or magenta just corresponds to different factors.

Top left is identity, top right is $2f$, bottom left is $3f$ and bottom right is $4f$.

2.1 The Complex Bijection

Real analysis doesn't work out too well if we stay in a single dimension, and moving up a dimension is tedious in contrast to just switching to the complex plane.

But is that possible ?

Well, actually, it's more than possible : it's *practical*.

Remember how the eyes attribution was taking $C = 0$ and then moving clockwise ?

It turns out, the complex plane's main character is perfect for rotations.

What I mean by this is that multiplying any complex number by i will effectively rotate it by $\frac{\pi}{2}$ radians on the plane relative to 0.

If you want to see the vector field associated with multiplication by i , head [here](#), and type ix into the function definition (I have a new version where it displays it as z but I'm not going to update it just for that, sorry).

If you want proper norm colouring, you'll need to click on the **update** button, but it's not essential to understand my point.

Note : there's an error in my terminology in the "Instructions" section, due to a copy-paste mistake from my Pólya field applet, this is not a Pólya vector field.

Main takeaway :

We can identify \mathcal{E} with $\{0, 1, -i, -1, i\}$, by identifying $\mathbb{C} \simeq \mathbb{R}^2$ and noticing that these are precisely the directions the eyes are staring in.

Multiplying by $-i$ rotates clockwise and therefore always yields the "next" element in the list (excluding the center position), but the best part is that now, *up+down=center* and *left+right=center* is justified by a way more natural set of equations :

$$1 - 1 = 0 \quad i - i = 0$$

Remark :

As you can imagine we're going to have our function run through $1, -i, -1, i$ in order, which sounds less like the actual vector representation in \mathbb{C}^2 of the eyes which would be, in order, $i, 1, -i, -1$, but I'd like the first element to be 1, so you can just do a change of basis if the extra rotation is really necessary.

We could definitely extend $\llbracket 0, 5 \rrbracket$ to $[0, 5]$, but that would seem odd as the numbers between 0 and 5 serve more as indexes, and having numbers between that might require some very personal interpretation, as multiplication between the numbers themselves was very up in the air.

Let's change that.

2.2 A Complex Extension

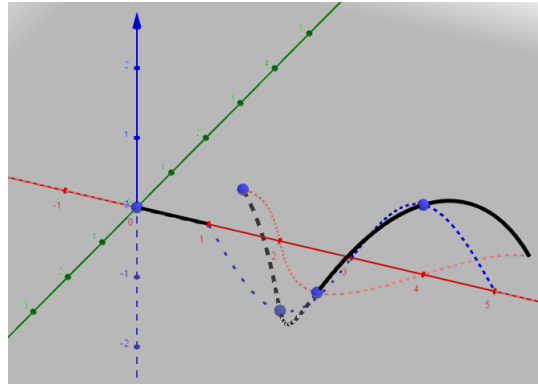
Let $f : [0, 5] \rightarrow S_E(0, 1)$ where $S_E(0, 1)$ is the union of the unit sphere in \mathbb{C} and a single point at zero $S(0, 1) \cup 0$, defined by :

$$f(x) = \begin{cases} 0 & \text{if } 0 \leq x < 1 \\ e^{\frac{i(1-x)\pi}{2}} & \text{if } 1 \leq x \leq 5 \end{cases}$$

The only problem with this model is that it isn't continuous in $x = 1$.

I'm not sure this can be, or even *should* be fixed, as it could currently be described as a piecewise smooth function on $[0, 5]$, where each smooth component is either constant or bijective with another space.

For those wondering what this function looks like, [here it is](#).



Complex function extended to piecewise smoothness, with projections on the real space (red) and imaginary space (blue).

Along the **X-Axis** : variable x running through $[0, 5]$.
 Along the **Y-Axis** : real part of $f(x)$.
 Along the **Z-Axis** : imaginary part of $f(x)$.

2.2.1 Working on trigram vectors of the form $t \in Im(f)^3$

The tricky part here, is that now we have a function that's defined on a real interval, and we want 3D vectors in which each component represents an eye.

As we previously established, a 360° rotatable eye is represented by any complex number of module 0 or 1, so we have :

$$t \in Im(f)^3 \Leftrightarrow \exists(p_1, p_2, p_3) \in S_E(0, 1), \quad t = \begin{pmatrix} p_1 \\ p_2 \\ p_3 \end{pmatrix}$$

Now, many operations can be defined on trigrams as $Im(f)^3 \subsetneq \mathbb{C}^3$.

The kind of operation we want is more restricted, however, as we want the results to remain bounded in $S_E(0, 1)$.

For convenience, let's write $T := Im(f)^3 = S_E(0,1)^3$.

Multiplication :

$$\text{Let } (t, t') \in T^2, \quad t = \begin{pmatrix} p_1 \\ p_2 \\ p_3 \end{pmatrix}, \quad t' = \begin{pmatrix} p'_1 \\ p'_2 \\ p'_3 \end{pmatrix}.$$

The most natural step to take with this method is multiplication applied on each component, which corresponds to rotation by a certain amount per component (or nullification) :

$$t \times t' := \begin{pmatrix} p_1 \times p'_1 \\ p_2 \times p'_2 \\ p_3 \times p'_3 \end{pmatrix}$$

[Here](#) is an applet that lets you play around with multiplication and exponentiation, displaying the set of images in the 2D graphs view, so you don't have to rotate around in the 3D view all the time.

What can this help with ?

Many community members such as Lymm seem to think a rotating cipher is in play rewording to not have to include context) :

"The ciphertext alphabet [could] be thought of as a disk that rotates by some particular amount at each step. The amount it rotates could depend on the plaintext. The order of the symbols on the wheel may not be the numerical order of the trigram values."

I really like this idea, and I think the complex extension might help with computing solutions to this in a readable way.

Here are some ideas :

- (i) There's something I haven't seen proposed a lot, given it isn't likely, but, maybe this rotating cipher translates back to eye trigrams.
Now suppose we have a trigram wheel that you'd have to compose with the entire message to get a more clear message (maybe solvable using frequency analysis).
- (ii) Instead of having a trigram wheel, we could use an ordered set of \mathfrak{S}_3 permutations to apply to the trigrams and achieve a similar result to (i).
- (iii) Defining a refined scalar product over T could lead to a new space on which translation is more likely. This has been proposed multiple times in different ways, but there are so many ways to do it that we'd need more in-game clues before needing to try it (if ever you find in-game information about how to combine three values into one in a *specific* way, please let everyone know).

Final Notes

I have work to do so I don't have too much time to experiment, but the point of extending the model to a function like this one proposed here, is to allow for a wider range of operations. The point of the whole document is to have a couple models that work, and extend them to a more general model each time, to make the math easier to work on, so it won't always be one-to-one.

This document will be updated, but I'm afraid I can't be 27/4 on this (yes I saw the typo but it's funny so I'll leave it).

Don't hesitate to contact me if you have something you think might be useful for the document, or something you think is inaccurate.

I'm also available if you need help on something, so yeah, you can DM me on Discord !

Sincerely,

Chris Mzz.#0523



(thanks for the art [Ry!](#))

Exterior Sources, Further Reading

Couldn't find any easy to read paper on :

- Non-abelian vector spaces,
- Recursively defined sequences used in whole series.

References

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