

# Why CMLL Has 42 Cases: Reachability, Parity, and Burnside’s Lemma

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## Abstract

We give a group-theoretic derivation of the number of CMLL cases arising in the Roux method for the Rubik’s Cube. Under the standard CMLL constraints—fixing the bottom-layer corners and a specified set of six edges—we show that the space of top-layer corner states compatible with the cube-group reachability invariants has cardinality  $4! \cdot 3^3 = 648$ . In particular, no even-permutation restriction is imposed on the corner permutation, as parity may be absorbed by the remaining unsolved edges.

We then quotient this corner state space by a natural symmetry action and apply Burnside’s lemma to compute the resulting orbit count. The calculation yields exactly 42 equivalence classes. Here “admissible” refers to global reachability (existence of a globally reachable cube state satisfying the fixed-piece constraints), not reachability via move sequences that preserve the Roux blocks throughout.

## 1 Introduction

In the Roux method for solving the Rubik’s Cube, the *CMLL* step completes the four top-layer corners while preserving two already-built blocks. A recurring point of confusion is whether the corner-permutation parity forces one to “divide by 2” (i.e. restrict to even corner permutations) when counting CMLL cases.

The resolution is that *CMLL is typically not the final step of the Roux solve*: several edges (notably in the M-slice) remain unsolved and can absorb permutation parity. Consequently, the set of attainable top-corner states under the CMLL constraints has size  $4! \cdot 3^3 = 648$  rather than  $12 \cdot 3^3 = 324$ . After establishing this state space, we then classify these 648 states up to a standard symmetry relation and obtain exactly 42 equivalence classes via Burnside’s lemma.

We proceed in two steps: first we justify the 648 admissible top-corner states under the usual CMLL constraints; then we quotient by the standard symmetries and apply Burnside’s lemma to obtain 42.

## 2 Preliminaries and State Model

We model the Rubik’s Cube using the standard *cubie model*. Let

$$C = \{1, \dots, 8\} \quad (\text{corners}), \quad E = \{1, \dots, 12\} \quad (\text{edges}).$$

A cube state is represented by a quadruple

$$(\sigma_c, t_c, \sigma_e, t_e),$$

where:

- $\sigma_c \in S_8$  is the corner permutation;
- $t_c = (t_1, \dots, t_8) \in (\mathbb{Z}/3\mathbb{Z})^8$  is the corner orientation vector;
- $\sigma_e \in S_{12}$  is the edge permutation;
- $t_e = (f_1, \dots, f_{12}) \in (\mathbb{Z}/2\mathbb{Z})^{12}$  is the edge orientation vector.

We take the solved cube as the identity state.

**Remark 1.** The particular conventions used to assign corner/edge orientations do not affect the statements below, provided they satisfy the standard global constraints described in Theorem 1.

### 3 Classical Reachability Conditions

The following theorem is classical in the mathematical analysis of the Rubik's Cube.

**Theorem 1** (Reachability Invariants). *A state  $(\sigma_c, t_c, \sigma_e, t_e)$  is reachable from the solved cube by legal face turns if and only if the following three conditions hold:*

1. **Parity:**  $\text{sgn}(\sigma_c) = \text{sgn}(\sigma_e)$ ;
2. **Corner orientation:**  $\sum_{i=1}^8 t_i \equiv 0 \pmod{3}$ ;
3. **Edge orientation:**  $\sum_{j=1}^{12} f_j \equiv 0 \pmod{2}$ .

**Remark 2.** The necessity direction can be verified by checking that each generator  $U, D, L, R, F, B$  preserves these three quantities. The sufficiency direction is nontrivial in general. In this note we only require Theorem 1 as a black box and give a fully constructive argument in the constrained setting below.

### 4 Constrained Setting and Statement

Fix the following constraints, motivated by partially built cube states:

- The *bottom four corner positions* (say positions 5, 6, 7, 8) are solved:

$$\sigma_c(i) = i, \quad t_i = 0 \quad (i = 5, 6, 7, 8).$$

- A prescribed subset  $B \subset E$  of *six edges* is solved in both position and orientation:

$$\sigma_e(k) = k, \quad f_k = 0 \quad (k \in B).$$

Let  $R := E \setminus B$  be the remaining set of *unconstrained* edges, so  $|R| = 6$ .

Let  $\tau := \sigma_c|_{\{1,2,3,4\}} \in S_4$  denote the induced permutation of the top four corner positions, and let  $(t_1, t_2, t_3, t_4)$  denote their orientations.

**Definition 1** (Admissible top-corner state). A pair  $(\tau, (t_1, t_2, t_3, t_4))$  with  $\tau \in S_4$  and  $(t_1, t_2, t_3, t_4) \in (\mathbb{Z}/3\mathbb{Z})^4$  satisfying  $t_1 + t_2 + t_3 + t_4 \equiv 0 \pmod{3}$  is called *admissible* if it occurs as the top-corner component of some cube state that satisfies the fixed bottom corners and fixed edge set  $B$  and is globally reachable from the solved cube.

**Theorem 2** (Corner state space under six fixed edges). *Under the constraints above, every top-corner configuration consisting of an arbitrary permutation  $\tau \in S_4$  and an orientation vector  $(t_1, t_2, t_3, t_4) \in (\mathbb{Z}/3\mathbb{Z})^4$  satisfying*

$$t_1 + t_2 + t_3 + t_4 \equiv 0 \pmod{3}$$

*is admissible. Consequently, the number of admissible top-corner states is  $4! \cdot 3^3 = 648$ .*

**Remark 3.** Theorem 2 is a global consistency statement: it asserts existence of a globally reachable cube state realizing the specified top-corner data under the fixed-piece constraints. It does not address reachability via move sequences that preserve the Roux blocks throughout.

## 5 Proof of Theorem 2

We prove realizability by constructing compatible edge data that satisfy the reachability invariants of Theorem 1.

### 5.1 Corner orientation constraint

**Lemma 1.** *If  $(t_1, t_2, t_3, t_4)$  satisfies  $\sum_{i=1}^4 t_i \equiv 0 \pmod{3}$  and  $t_5 = \dots = t_8 = 0$ , then  $\sum_{i=1}^8 t_i \equiv 0 \pmod{3}$ .*

*Proof.* Immediate:

$$\sum_{i=1}^8 t_i = \sum_{i=1}^4 t_i + \sum_{i=5}^8 t_i \equiv 0 + 0 \equiv 0 \pmod{3}.$$

□

### 5.2 Edge orientation constraint

**Lemma 2.** *There exists an edge orientation assignment  $(f_1, \dots, f_{12})$  such that  $f_k = 0$  for all  $k \in B$  and  $\sum_{j=1}^{12} f_j \equiv 0 \pmod{2}$ .*

*Proof.* Set  $f_k = 0$  for  $k \in B$ . On the remaining set  $R$  (which has size 6), freely choose the values of  $f$  on any five elements of  $R$ . Define the sixth value so that the total sum over  $R$  is 0 modulo 2. Then  $\sum_{j=1}^{12} f_j = \sum_{k \in B} f_k + \sum_{r \in R} f_r \equiv 0 + 0 \equiv 0 \pmod{2}$ . □

### 5.3 Parity matching via the remaining edges

**Lemma 3.** *For any  $\tau \in S_4$  there exists a permutation  $\pi \in S_6$  such that  $\text{sgn}(\pi) = \text{sgn}(\tau)$ .*

*Proof.* If  $\text{sgn}(\tau) = +1$ , take  $\pi = \text{id}$ . If  $\text{sgn}(\tau) = -1$ , take  $\pi$  to be any transposition in  $S_6$ , e.g. (1 2) in a fixed labeling of the 6 elements. A transposition is an odd permutation, hence has sign  $-1$ . Therefore  $\text{sgn}(\pi) = \text{sgn}(\tau)$  in all cases. □

### 5.4 Assembling a reachable full state

*Proof of Theorem 2.* Fix an arbitrary  $\tau \in S_4$  and an orientation vector  $(t_1, t_2, t_3, t_4)$  satisfying  $\sum_{i=1}^4 t_i \equiv 0 \pmod{3}$ . Define:

- $\sigma_c \in S_8$  by setting  $\sigma_c|_{\{1,2,3,4\}} = \tau$  and  $\sigma_c(i) = i$  for  $i = 5, 6, 7, 8$ ;

- $t_c = (t_1, \dots, t_8)$  by setting  $t_5 = \dots = t_8 = 0$ ;
- choose  $\pi \in S_6$  as in Lemma 3;
- define  $\sigma_e \in S_{12}$  by  $\sigma_e(k) = k$  for  $k \in B$  and  $\sigma_e|_R = \pi$  (after identifying  $R$  with a 6-element set);
- choose  $t_e = (f_1, \dots, f_{12})$  as in Lemma 2.

Then:

1. By Lemma 1,  $\sum_{i=1}^8 t_i \equiv 0 \pmod{3}$ .
2. By Lemma 2,  $\sum_{j=1}^{12} f_j \equiv 0 \pmod{2}$ .
3. For parity, since  $\sigma_c$  fixes corners 5–8, we have  $\text{sgn}(\sigma_c) = \text{sgn}(\tau)$ . Since  $\sigma_e$  fixes all edges in  $B$ , we have  $\text{sgn}(\sigma_e) = \text{sgn}(\pi)$ . By Lemma 3,

$$\text{sgn}(\sigma_c) = \text{sgn}(\tau) = \text{sgn}(\pi) = \text{sgn}(\sigma_e).$$

Thus all conditions of Theorem 1 hold, so the constructed state  $(\sigma_c, t_c, \sigma_e, t_e)$  is globally reachable from the solved cube. By construction it satisfies the fixed bottom corners and the fixed edge set  $B$ , and its top-corner component is  $(\tau, (t_1, t_2, t_3, t_4))$ . This proves admissibility of every such top-corner configuration.

For the count:  $\tau$  can be chosen arbitrarily in  $S_4$ , giving  $4! = 24$  choices. For orientations, the constraint  $\sum_{i=1}^4 t_i \equiv 0 \pmod{3}$  leaves  $3^3$  choices (choose three entries freely and determine the fourth). Hence the total is  $4! \cdot 3^3 = 648$ .  $\square$

## 6 Remarks and Variants

**Remark 4.** If instead *all* 12 edges are required solved, then  $\sigma_e = \text{id}$  forces  $\text{sgn}(\sigma_e) = +1$ . With bottom corners fixed, the top-corner permutation must lie in  $A_4$  (size 12), yielding  $12 \cdot 3^3 = 324$  reachable top-corner states.

## 7 Orbit-counting setup: the state space and symmetries

We consider four *positions* arranged cyclically, corresponding to the four corner positions in the top layer. For definiteness, label the positions by

$$P := \{0, 1, 2, 3\},$$

with the cyclic order  $0 \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow 0$ .

**Definition 2** (Permutation data). Let  $\mathfrak{S}(P) \cong S_4$  be the symmetric group on  $P$ . We represent a corner permutation state by a bijection

$$\tau : P \rightarrow P,$$

interpreted as: *the corner cubie labeled  $x \in P$  occupies position  $\tau^{-1}(x)$* , equivalently *the cubie occupying position  $p$  is  $\tau(p)$* . Concretely,  $\tau$  is a 4-tuple  $(\tau(0), \tau(1), \tau(2), \tau(3))$  with distinct entries in  $\{0, 1, 2, 3\}$ .

**Definition 3** (Orientation data). Let  $\mathbb{Z}_3 := \mathbb{Z}/3\mathbb{Z}$ . An orientation state is a 4-tuple

$$t = (t_0, t_1, t_2, t_3) \in \mathbb{Z}_3^4$$

subject to the corner twist constraint

$$t_0 + t_1 + t_2 + t_3 \equiv 0 \pmod{3}.$$

**Definition 4** (Corner state space). Define

$$X := \{ (\tau, t) \mid \tau \in S(P), t \in \mathbb{Z}_3^4, t_0 + t_1 + t_2 + t_3 \equiv 0 \pmod{3} \}.$$

**Proposition 1** (Cardinality of  $X$ ). We have  $|X| = 4! \cdot 3^3 = 648$ .

*Proof.* There are  $4! = 24$  choices for  $\tau$ . For  $t$ , choose  $(t_0, t_1, t_2) \in \mathbb{Z}_3^3$  arbitrarily (giving  $3^3$  choices), and then  $t_3$  is uniquely determined by the constraint:

$$t_3 \equiv -(t_0 + t_1 + t_2) \pmod{3}.$$

Hence  $|X| = 24 \cdot 27 = 648$ . □

## 8 The symmetry group acting on $X$

We define two types of transformations of  $X$ :

1. position symmetries of the 4-cycle (a dihedral action on positions),
2. an involution that inverts all corner twists.

Together these generate a group of order 16.

### 8.1 Dihedral symmetries on positions

Let  $D_4$  be the dihedral group of the square, realized here as the group of symmetries of the cyclically ordered set  $P$ .

**Definition 5** (The group  $D_4$ ). Let  $r$  be the rotation  $r(p) = p+1 \pmod{4}$ , and let  $s$  be the reflection  $s(0) = 0, s(1) = 3, s(2) = 2, s(3) = 1$ . Let

$$D_4 := \langle r, s \mid r^4 = e, s^2 = e, srs = r^{-1} \rangle.$$

We view each  $g \in D_4$  as a permutation of the position set  $P$ .

**Definition 6** (Action of  $D_4$  on  $X$ ). For  $g \in D_4$  and  $(\tau, t) \in X$ , define

$$g \cdot (\tau, t) := (\tau \circ g^{-1}, t \circ g^{-1}),$$

where  $(\tau \circ g^{-1})(p) = \tau(g^{-1}(p))$  and similarly  $(t \circ g^{-1})(p) = t_{g^{-1}(p)}$ .

**Remark 5.** This is the standard *relabeling of positions* action: applying  $g$  rotates or reflects the top layer positions, so the cubie and twist values attached to a position  $p$  are transported from the previous position  $g^{-1}(p)$ .

## 8.2 Twist inversion

**Definition 7** (Twist inversion). Define  $\iota : X \rightarrow X$  by

$$\iota(\tau, t) := (\tau, -t), \quad \text{where } (-t)_p := -t_p \in \mathbb{Z}_3.$$

**Lemma 4.**  $\iota$  is well-defined on  $X$  and satisfies  $\iota^2 = \text{id}_X$ .

*Proof.* If  $\sum_{p \in P} t_p \equiv 0 \pmod{3}$ , then

$$\sum_{p \in P} (-t_p) \equiv -\sum_{p \in P} t_p \equiv 0 \pmod{3},$$

so  $-t$  also satisfies the constraint and  $\iota(\tau, t) \in X$ . Also,  $-(-t) = t$ , hence  $\iota^2 = \text{id}_X$ .  $\square$

**Lemma 5.** For every  $g \in D_4$  we have  $\iota(g \cdot x) = g \cdot \iota(x)$  for all  $x \in X$ .

*Proof.* Let  $x = (\tau, t)$ . Then

$$\iota(g \cdot (\tau, t)) = \iota(\tau \circ g^{-1}, t \circ g^{-1}) = (\tau \circ g^{-1}, -(t \circ g^{-1})).$$

On the other hand

$$g \cdot \iota(\tau, t) = g \cdot (\tau, -t) = (\tau \circ g^{-1}, (-t) \circ g^{-1}) = (\tau \circ g^{-1}, -(t \circ g^{-1})).$$

Thus they agree.  $\square$

## 8.3 The full action group

**Definition 8** (The action group  $K$ ). Let  $C_2 = \langle \iota \rangle$  be the order-2 group generated by twist inversion. By Lemma 5, the actions of  $D_4$  and  $C_2$  commute, so we obtain a well-defined action of the direct product

$$K := D_4 \times C_2$$

on  $X$ , given by

$$(g, \epsilon) \cdot (\tau, t) := g \cdot (\tau, \epsilon t), \quad \text{where } \epsilon \in \{+1, -1\} \text{ and } (-1)t := -t.$$

**Proposition 2.**  $|K| = 16$ .

*Proof.*  $|D_4| = 8$  and  $|C_2| = 2$ , so  $|K| = |D_4||C_2| = 16$ .  $\square$

## 9 Orbit count via Burnside's lemma

**Definition 9** (Equivalence classes). Define an equivalence relation on  $X$  by

$$x \sim y \iff \exists k \in K \text{ such that } y = k \cdot x.$$

The equivalence classes are precisely the  $K$ -orbits in  $X$ .

**Theorem 3** (Orbit count). The action of  $K$  on  $X$  has exactly 42 orbits.

The proof uses the classical orbit-counting tool.

**Theorem 4** (Burnside's lemma). Let a finite group  $K$  act on a finite set  $X$ . Then the number of orbits is

$$|X/K| = \frac{1}{|K|} \sum_{k \in K} |\text{Fix}(k)|,$$

where  $\text{Fix}(k) = \{x \in X : k \cdot x = x\}$ .

## 9.1 Fixed-point counts

We now compute  $|\text{Fix}(k)|$  for each  $k \in K$ .

**Lemma 6.** *For the identity element  $e \in K$ , we have  $|\text{Fix}(e)| = |X| = 648$ .*

*Proof.* Trivial:  $e \cdot x = x$  for all  $x \in X$ .  $\square$

**Lemma 7.** *For the element  $\iota \in K$  (i.e.  $(e, -1)$  in  $D_4 \times C_2$ ), we have  $|\text{Fix}(\iota)| = 24$ .*

*Proof.* A state  $(\tau, t) \in X$  is fixed by  $\iota$  iff

$$(\tau, t) = \iota(\tau, t) = (\tau, -t),$$

which holds iff  $t = -t$  in  $(\mathbb{Z}/3\mathbb{Z})^4$ . In  $\mathbb{Z}/3\mathbb{Z}$ , the equation  $u = -u$  implies  $2u \equiv 0 \pmod{3}$ , hence  $u \equiv 0 \pmod{3}$ . Therefore  $t = (0, 0, 0, 0)$  is the only orientation vector fixed by  $\iota$ .

With  $t$  forced to be the zero vector,  $\tau$  may be chosen arbitrarily in  $S_4$ , giving  $4! = 24$  fixed states.  $\square$

**Lemma 8.** *Let  $g \in D_4$  be nontrivial ( $g \neq e$ ). Then*

$$|\text{Fix}((g, +1))| = 0.$$

*Proof.* Suppose  $(\tau, t) \in X$  is fixed by  $(g, +1)$ , i.e. by the position relabeling action of  $g$ . By Definition 6, the condition  $(g, +1) \cdot (\tau, t) = (\tau, t)$  implies in particular

$$\tau \circ g^{-1} = \tau.$$

Equivalently,  $\tau(g^{-1}(p)) = \tau(p)$  for all  $p \in P$ .

Since  $g \neq e$  as a permutation of  $P$ , there exists some  $p \in P$  with  $g^{-1}(p) \neq p$ . Applying the equality above at this  $p$  yields

$$\tau(g^{-1}(p)) = \tau(p) \quad \text{with} \quad g^{-1}(p) \neq p.$$

But  $\tau$  is a bijection  $P \rightarrow P$  (Definition 2), so it cannot take the same value at two distinct inputs. This is a contradiction. Hence no such  $(\tau, t)$  exists, and the fixed-point set is empty.  $\square$

**Lemma 9.** *Let  $g \in D_4$  be nontrivial ( $g \neq e$ ). Then*

$$|\text{Fix}((g, -1))| = 0.$$

*Proof.* If  $(\tau, t)$  is fixed by  $(g, -1)$ , then by Definition 8 and Definition 6 we have

$$(\tau, t) = (g, -1) \cdot (\tau, t) = g \cdot (\tau, -t) = (\tau \circ g^{-1}, (-t) \circ g^{-1}).$$

In particular,  $\tau = \tau \circ g^{-1}$ . The same bijectivity argument as in Lemma 8 yields a contradiction whenever  $g \neq e$ . Thus the fixed-point set is empty.  $\square$

## 9.2 Conclusion of the orbit count

*Proof of Theorem 3.* By Proposition 2,  $|K| = 16$ . By Lemmas 6, 7, 8, and 9, the fixed-point counts satisfy:

$$|\text{Fix}(k)| = \begin{cases} 648, & k = e, \\ 24, & k = \iota, \\ 0, & \text{for all other } k \in K. \end{cases}$$

Therefore Burnside's lemma (Theorem 4) gives

$$|X/K| = \frac{1}{16} (648 + 24) = \frac{672}{16} = 42.$$

Hence the action has exactly 42 orbits.  $\square$

## 10 Interpretation (optional)

**Remark 6.** The equivalence relation generated by the  $D_4$  action identifies states that differ only by relabeling of the four top-layer corner *positions* via rotations and reflections of the layer. The twist-inversion involution  $\iota$  identifies states differing by reversing the direction of each corner twist simultaneously. Theorem 3 states that, under these identifications, the 648 admissible states fall into precisely 42 equivalence classes.