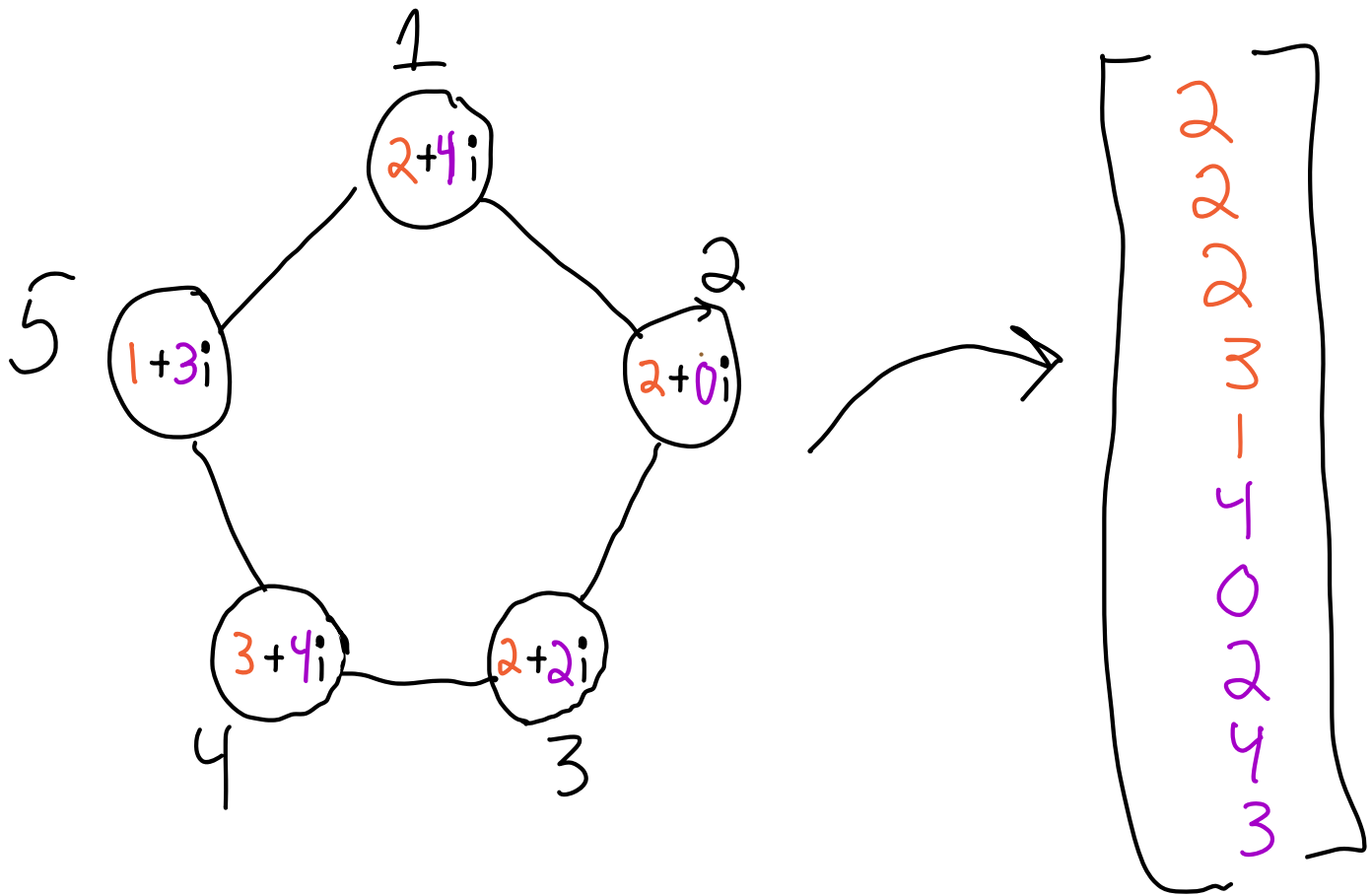


We can encode a configuration as a \mathbb{Z}^{10} vector in the following way:



(Start with real parts, then imaginary parts in the same order)

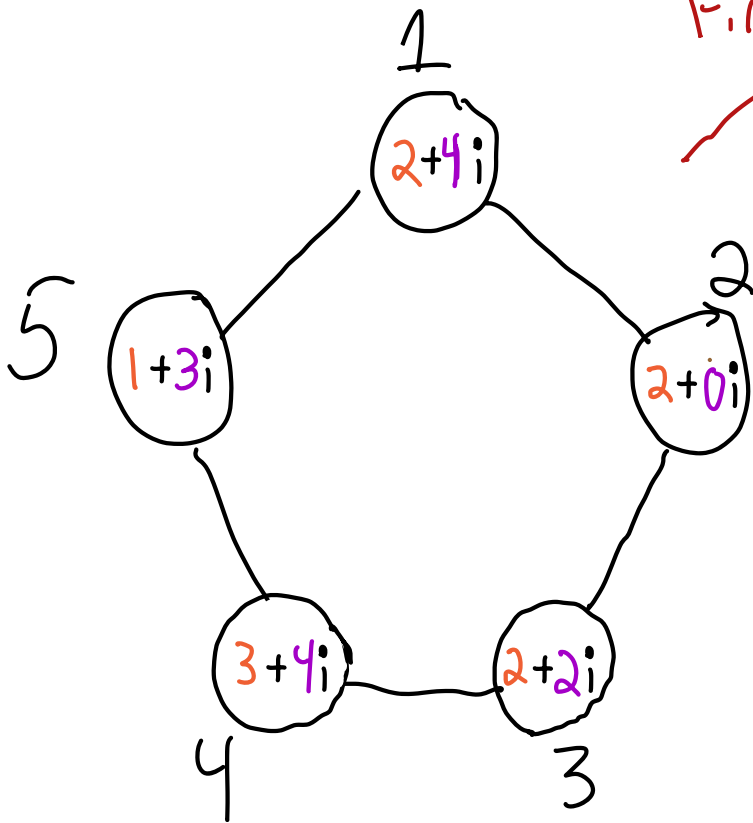
Consider the following matrix

$$\begin{bmatrix}
 1 & 0 & 0 & 0 & 0 & -1 & 1 & 0 & 0 & 1 \\
 0 & 1 & 0 & 0 & 0 & 1 & -1 & 1 & 0 & 0 \\
 0 & 0 & 1 & 0 & 0 & 0 & 1 & -1 & 1 & 0 \\
 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & -1 & 1 \\
 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 1 & -1 \\
 -1 & 1 & 0 & 0 & 1 & -1 & 0 & 0 & 0 & 0 \\
 1 & -1 & 1 & 0 & 0 & 0 & -1 & 0 & 0 & 0 \\
 0 & 1 & -1 & 1 & 0 & 0 & 0 & -1 & 0 & 0 \\
 0 & 0 & 1 & -1 & 1 & 0 & 0 & 0 & -1 & 0 \\
 1 & 0 & 0 & 1 & -1 & 0 & 0 & 0 & 0 & -1
 \end{bmatrix}$$

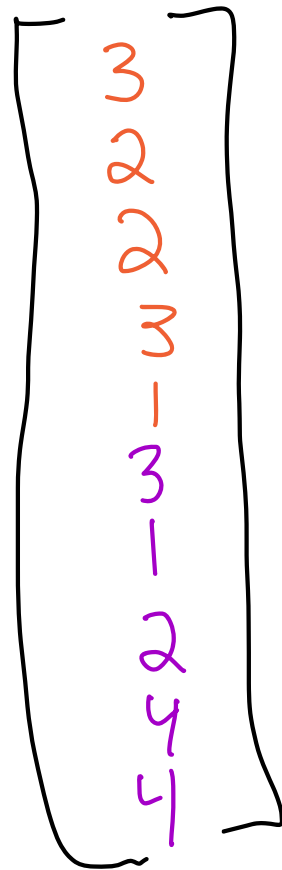
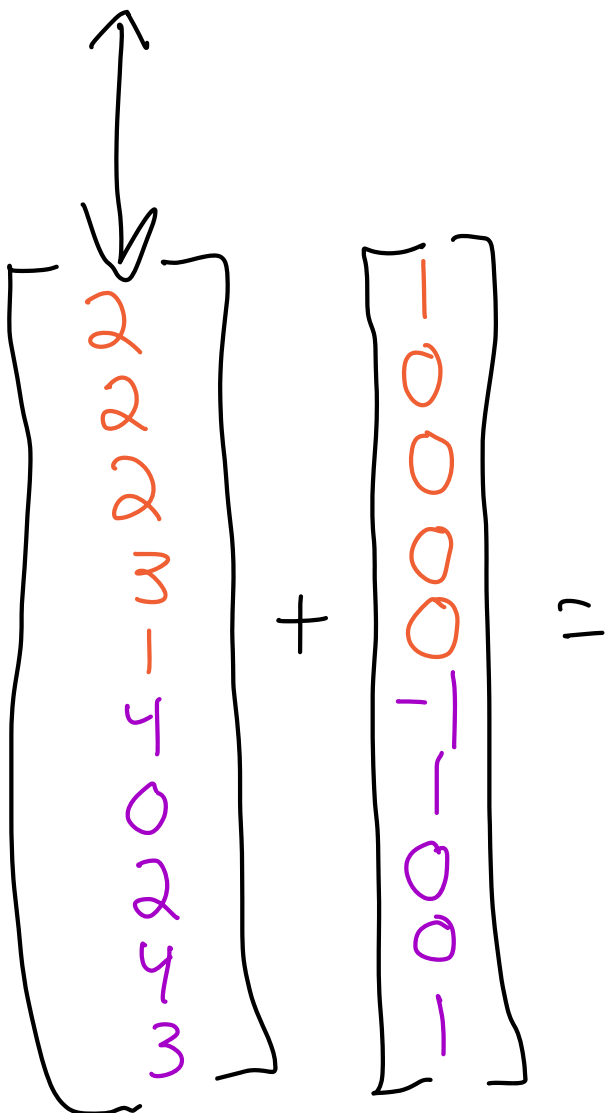
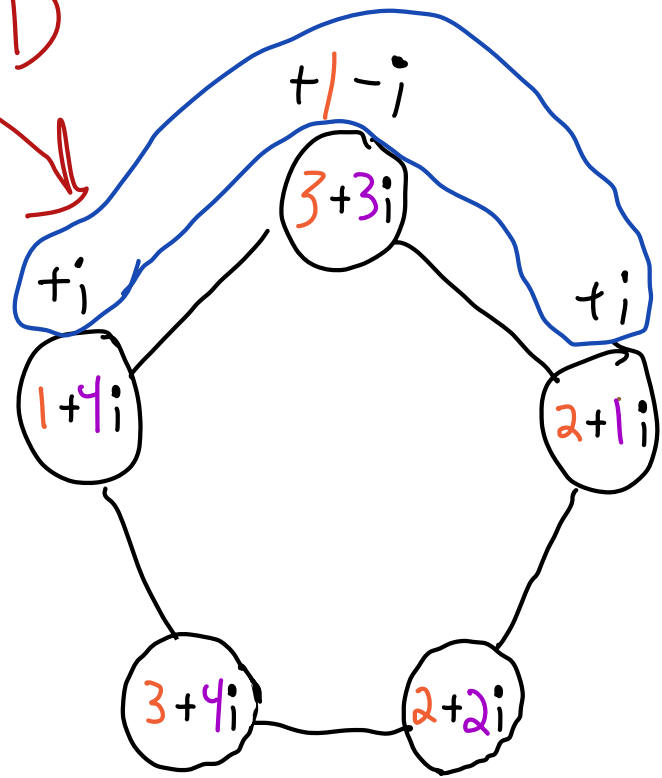
Adding a Column of this matrix is just like "doing a move"!

First 5 Columns are "D" moves, last 5 are "C" moves in our current convention

Example



Fire 1D



$$\begin{bmatrix}
 1 & 0 & 0 & 0 & 0 & -1 & 1 & 0 & 0 & 1 \\
 0 & 1 & 0 & 0 & 0 & 1 & -1 & 1 & 0 & 0 \\
 0 & 0 & 1 & 0 & 0 & 0 & 1 & -1 & 1 & 0 \\
 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & -1 & 1 \\
 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 1 & -1 \\
 \hline
 -1 & 1 & 0 & 0 & 1 & -1 & 0 & 0 & 0 & 0 \\
 1 & -1 & 1 & 0 & 0 & 0 & -1 & 0 & 0 & 0 \\
 0 & 1 & -1 & 1 & 0 & 0 & 0 & -1 & 0 & 0 \\
 0 & 0 & 1 & -1 & 1 & 0 & 0 & 0 & -1 & 0 \\
 1 & 0 & 0 & 1 & -1 & 0 & 0 & 0 & 0 & -1
 \end{bmatrix} \cdot \begin{bmatrix} 3 \\ 2 \\ 0 \\ 0 \\ 6 \\ 0 \\ 0 \\ 1 \\ -1 \\ 2 \end{bmatrix}$$

gives the Change after doing three 1D firings, two 2D firings, one 3C firing, One 4A firing, and two 5C firings.

To figure out how to get to a
Particular Configuration C , just
take

$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & -1 & 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 & 0 & 1 & -1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 1 & -1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & -1 & 1 \\ 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 1 & -1 \\ -1 & 1 & 0 & 0 & 1 & -1 & 0 & 0 & 0 & 0 \\ 1 & -1 & 1 & 0 & 0 & 0 & -1 & 0 & 0 & 0 \\ 0 & 1 & -1 & 1 & 0 & 0 & 0 & -1 & 0 & 0 \\ 0 & 0 & 1 & -1 & 1 & 0 & 0 & 0 & -1 & 0 \\ 1 & 0 & 0 & 1 & -1 & 0 & 0 & 0 & 0 & -1 \end{bmatrix}^{-1} \cdot C$$