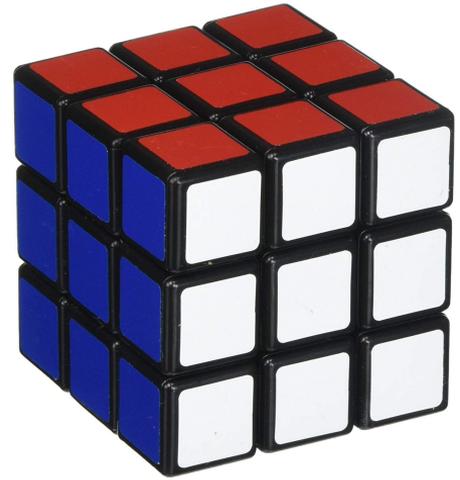


Twisty Puzzles



Greg d'Eon
UDLS, January 2020

or,

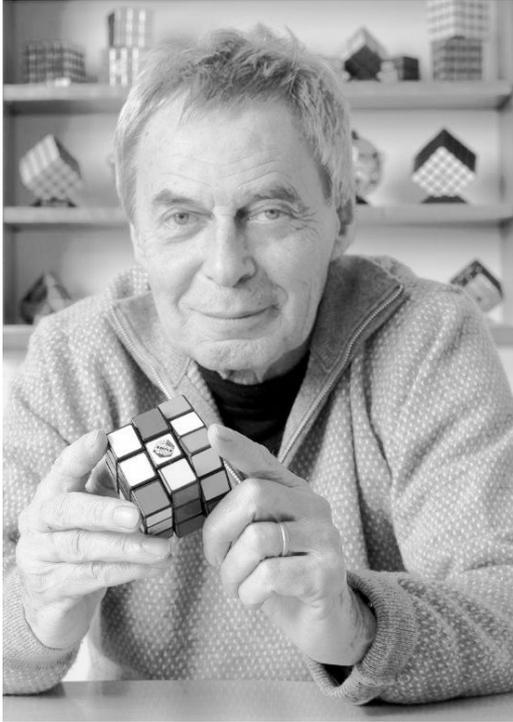
**Rubik's Cubes Probably Seem Tough To Solve,
But They're Actually Not That Hard,
But People Are Still Really Good At Them**

This Talk

2 ideas:

1. Rubik's cubes **aren't that hard** to solve
2. ...but people are still **really good** at them

A Brief History of Rubik's Cubes

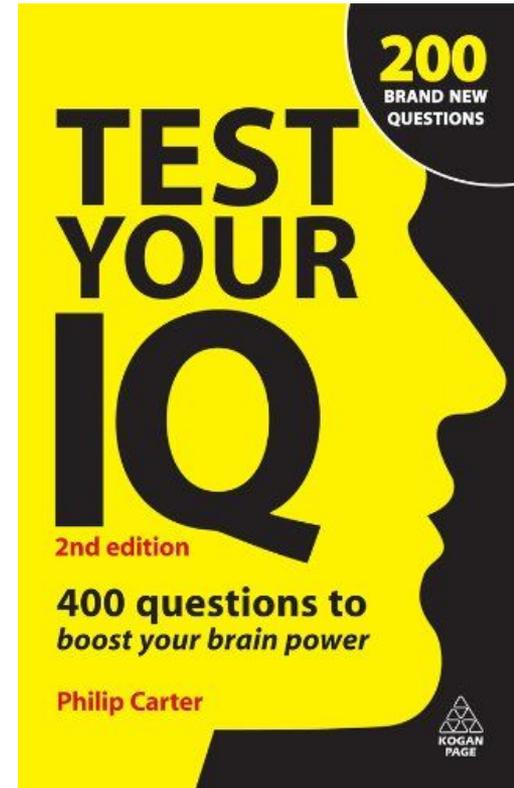
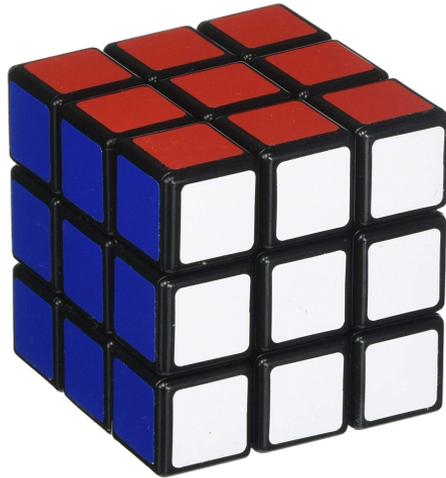


**Solving Rubik's Cubes Isn't That Hard,
But People Are Really Good At It**

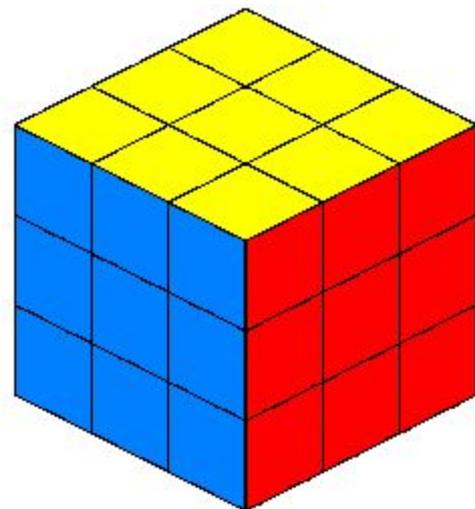
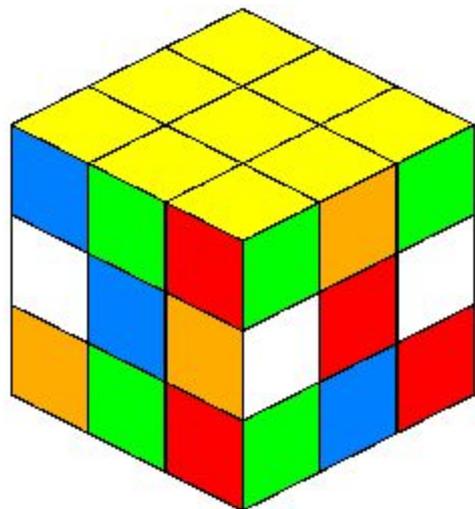
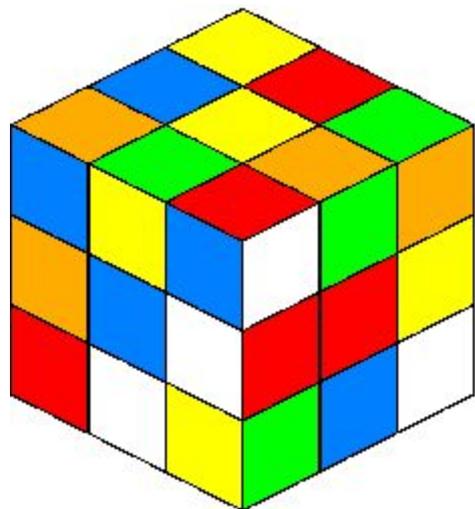


Really, It Isn't

"43 quintillion combinations!"

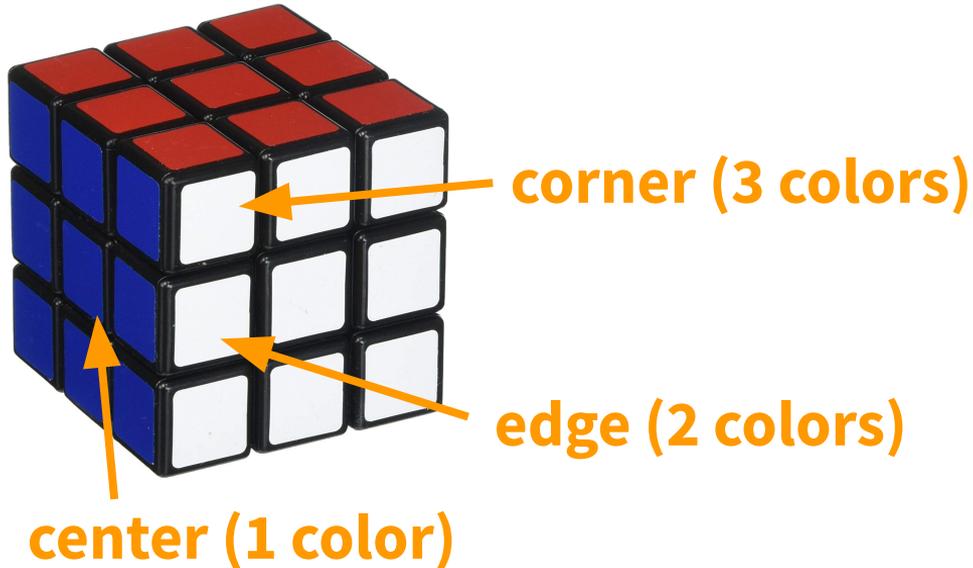


Really, It Isn't



Rubik's Cubes for Beginners

Think **pieces**, not **stickers**



"Algorithms"

Just a sequence of moves

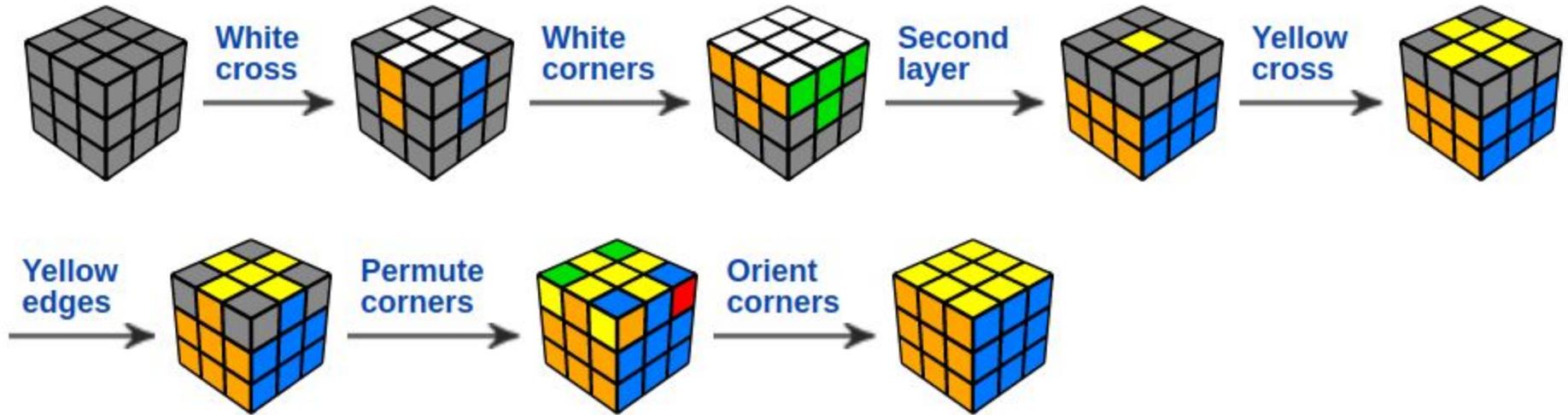
- **R**ight, **U**p, **F**ront, **L**eft, **D**own, **B**ack
- R (clockwise), R2 (180 degrees), R' (counter-clockwise)

Fast!

- F (R U' R' U') (R U R' F') (R U R' U') (R' F R F')

Rubik's Cubes for Beginners

ruwix.com/the-rubiks-cube/how-to-solve-the-rubiks-cube-beginners-method/



Step 1: White Cross

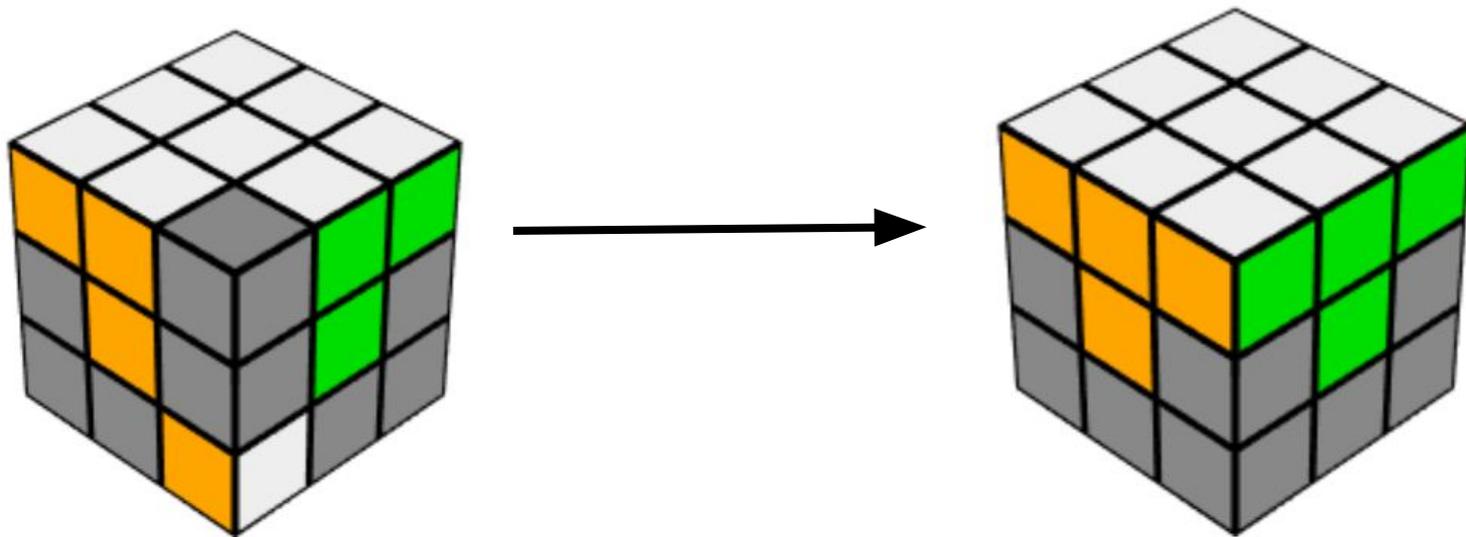
Easy: just try for a while



Step 2: White Corners

Pretty easy: a couple of tricks to help

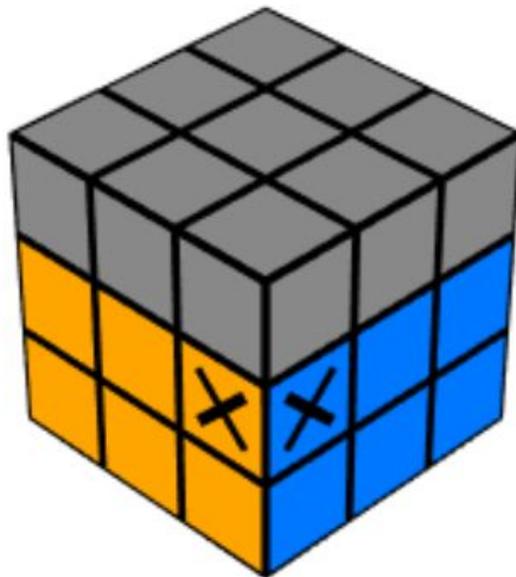
- Example: R' D' R



Step 3: Middle Layer

Algorithm: insert one edge

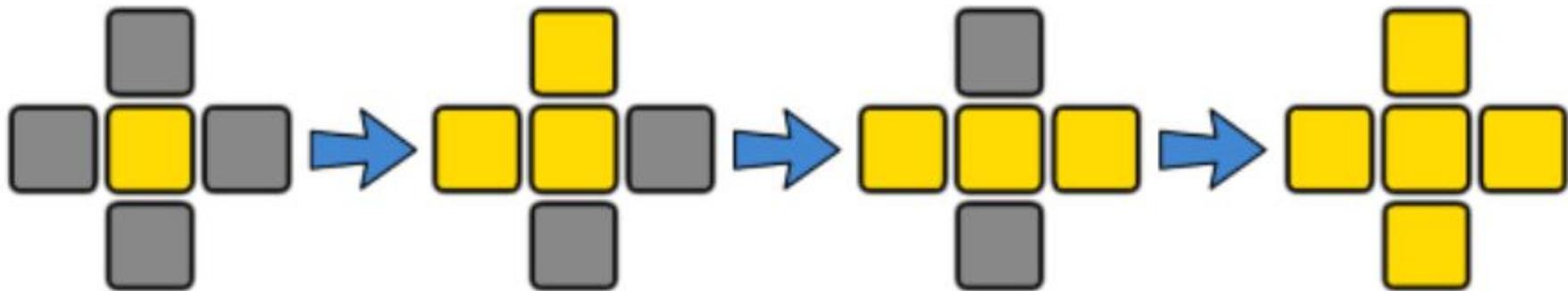
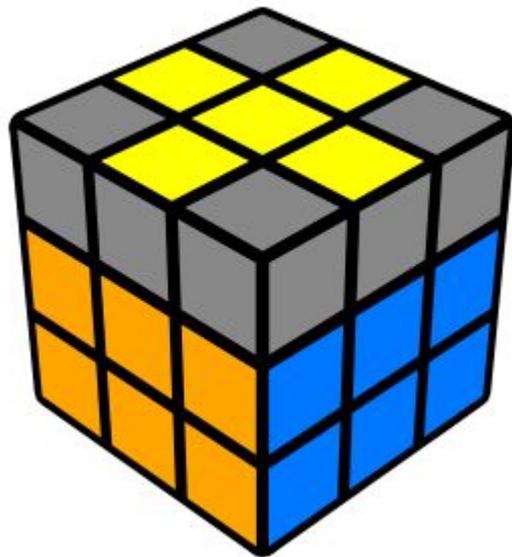
- $(U R U' R') (U' F' U F)$



Step 4: Orient Edges

Algorithm: flip two edges

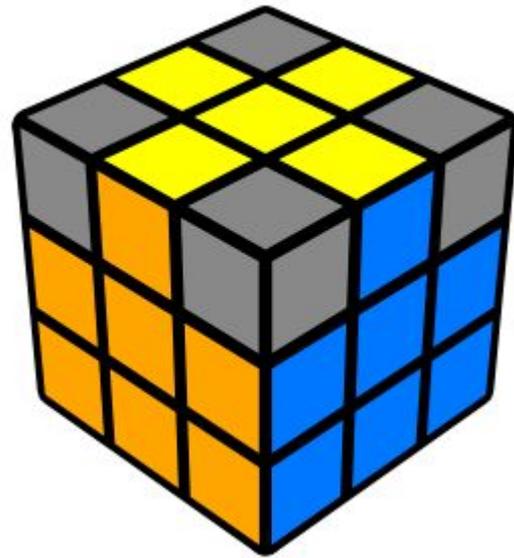
- $F (R U R' U') F'$



Step 5: Permute Edges

Algorithm: swap two edges

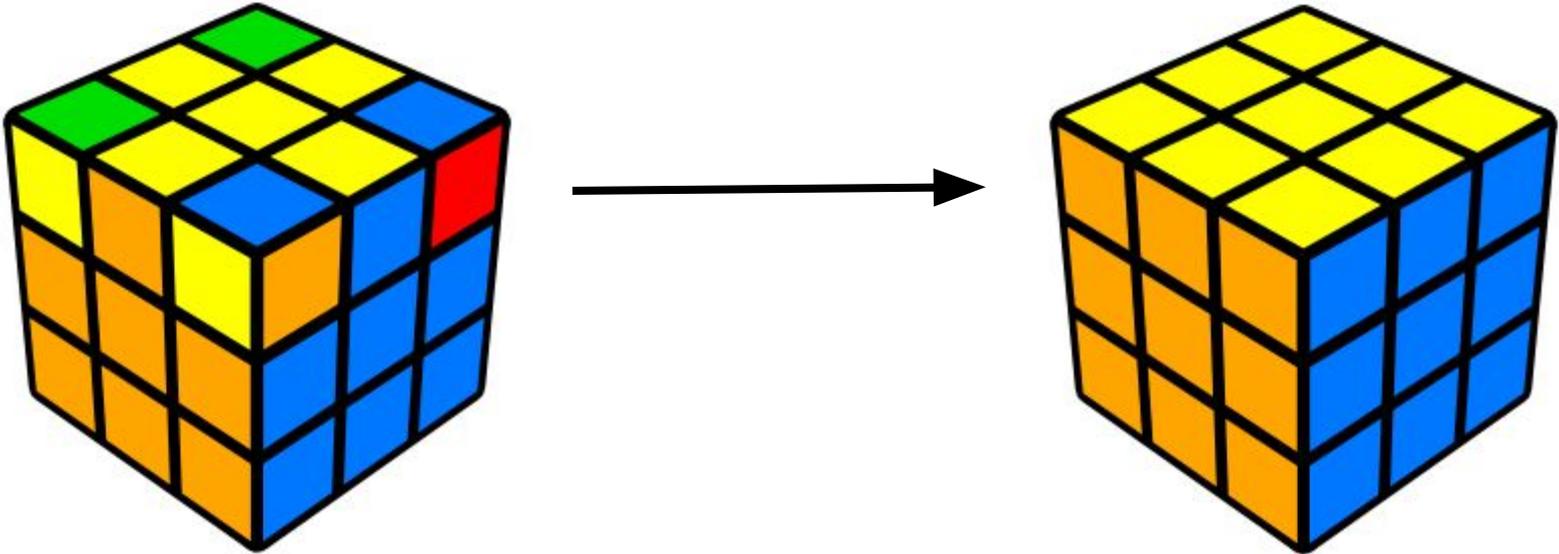
- $RUR'URU^2R'U$



Step 7: Orient Corners

Algorithm: spin corners until cube is solved

- $R' D' R D$ to solve one corner, then U for next corner



That's It!

7 steps and **5 algorithms**; just takes practice

- White cross & corners: intuitive
- Middle layer: $(U R U' R') (U' F' U F)$
- Orient edges: $F (R U R' U') F'$
- Permute edges: $(R U R' U) (R U^2 R' U)$
- Permute corners: $(U R U' L') (U R' U' L)$
- Orient corners: $R' D' R D$

Solving Rubik's Cubes Isn't That Hard,
But People Are Really Good At It



Faster Methods

Beginner method: **60 seconds**

Better: the **Fridrich method** (aka: CFOP)

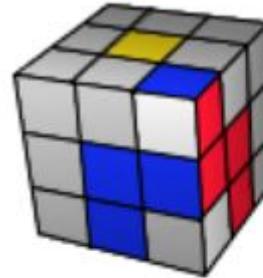
- **C**ross
- **F2L** ("first two layers")
- **O**LL ("orient last layer")
- **P**LL ("permute last layer")

Jessica Fridrich: CFOP can get **13 seconds**

Step 2: F2L

F2L: **combine** white corners and middle layer

- ~41 different cases
- Still uses **intuition**

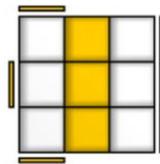


$(U' R U' R') (U' R U^2 R')$

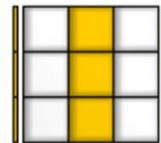
Step 3: OLL

OLL: orient yellow corners and edges at the **same time**

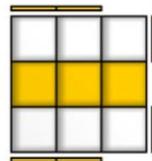
- "2 look OLL": **9 algorithms**
- Full OLL: **57 algorithms**



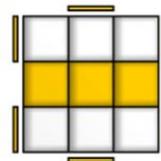
$R' U' y L' U L' y' L F L' F R$



$R U' y R^2 D R' U^2 R D' R^2 d R'$



$F U R U' R' U R U' R' F'$

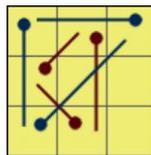


$L' B' L U' R' U R U' R' U R L' B L$

Step 4: PLL

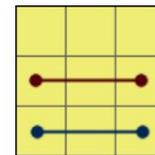
PLL: permute yellow corners and edges at the **same time**

- Full PLL: **21 algorithms**



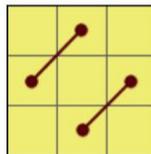
G 4:

$[R U R'] y' R2 u' R U' R' U R' u$
R2



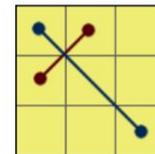
F:

$[R' U2 R' d'] [R' F'] [R2 U' R' U]$
 $[R' F R U' F]$



Z:

$M2 U M2 U M' U2 M2 U2 M' U2$



Y:

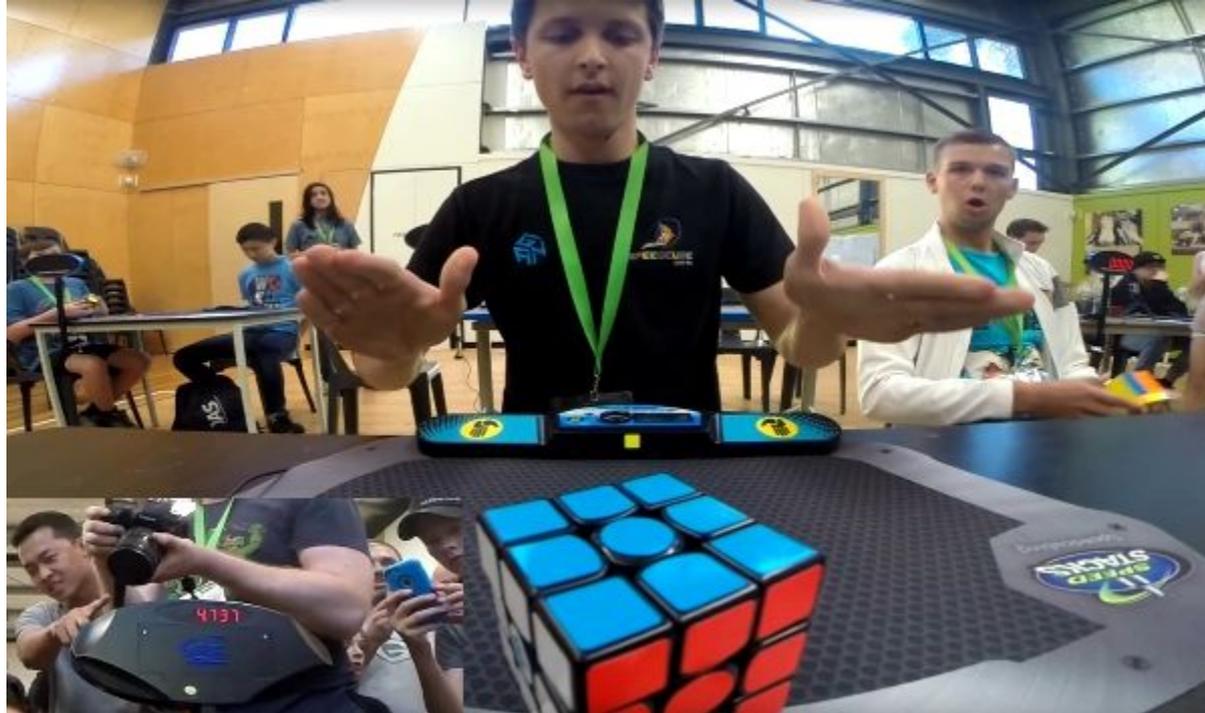
$F R U' R' U' [R U R' F'] \{[R U R' U'] [R' F R F']\}$

More?

ZBLL: with edges oriented, solve the last layer in **1 step**

- **493 algorithms**
- Impossible to recognize which one to use
- Why do people do this to themselves

Speedcubing



Speedcubing

Regulation solves:

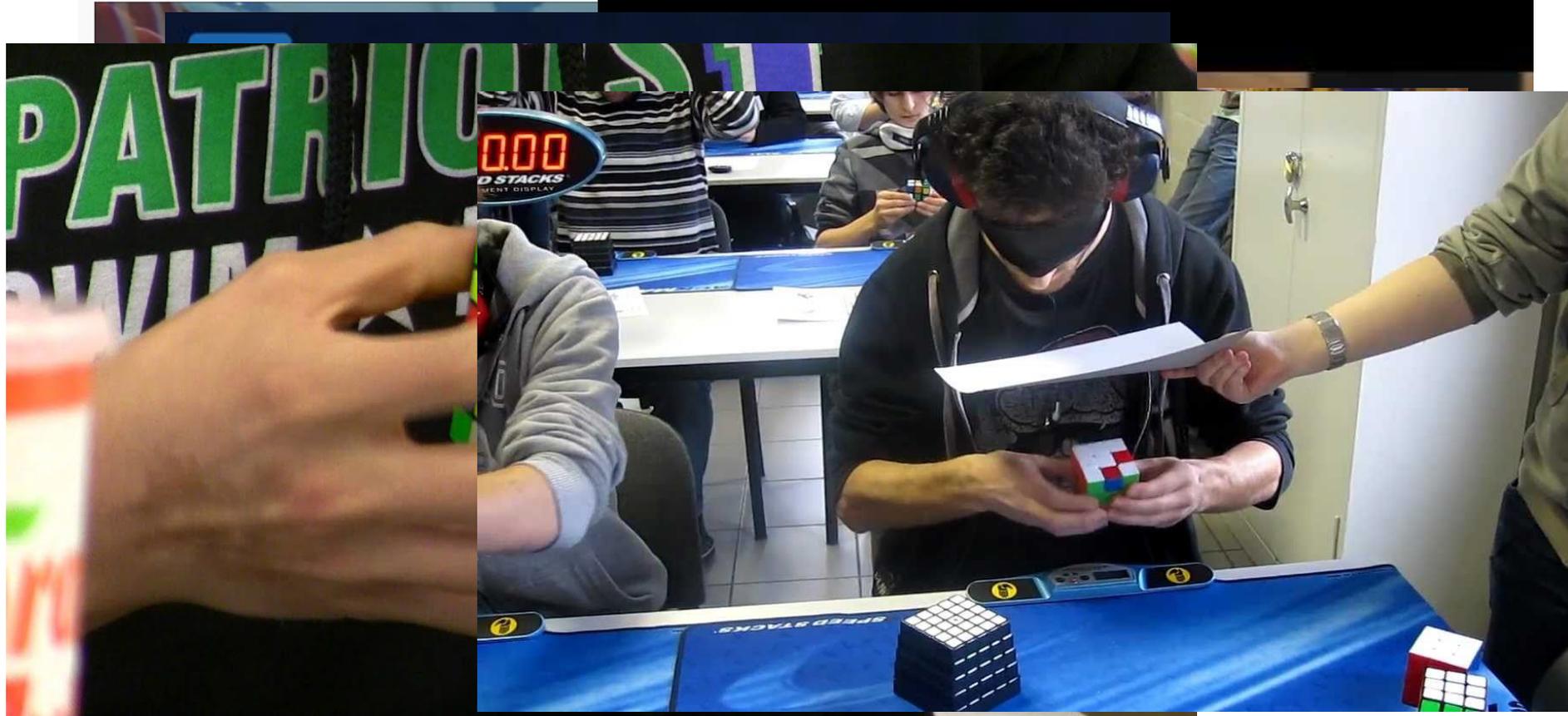
- Judges apply **random scramble**
- 15 seconds **inspection time**
- **+2** for 1 turn away; **DNF** for more

Records for **single solve** or **Bo5**

People Are Really Good At It



People Are Really Good At It



Big

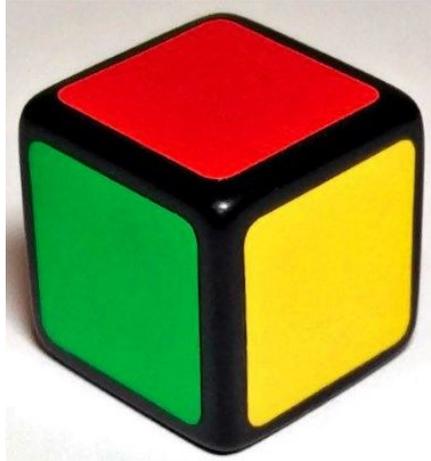


**Solving Rubik's Cubes Isn't That Hard,
But People Are Really Good At It**



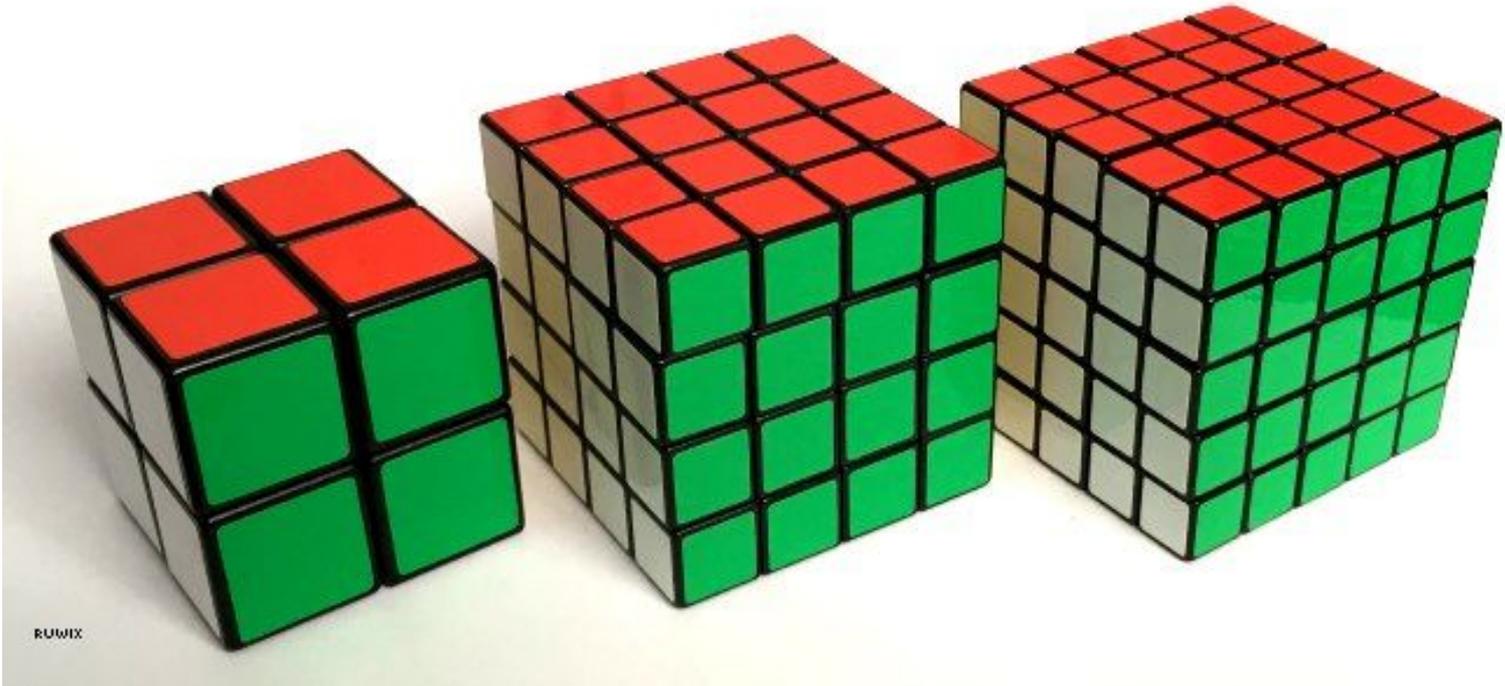
Beyond 3x3

Other Rubik's cubes



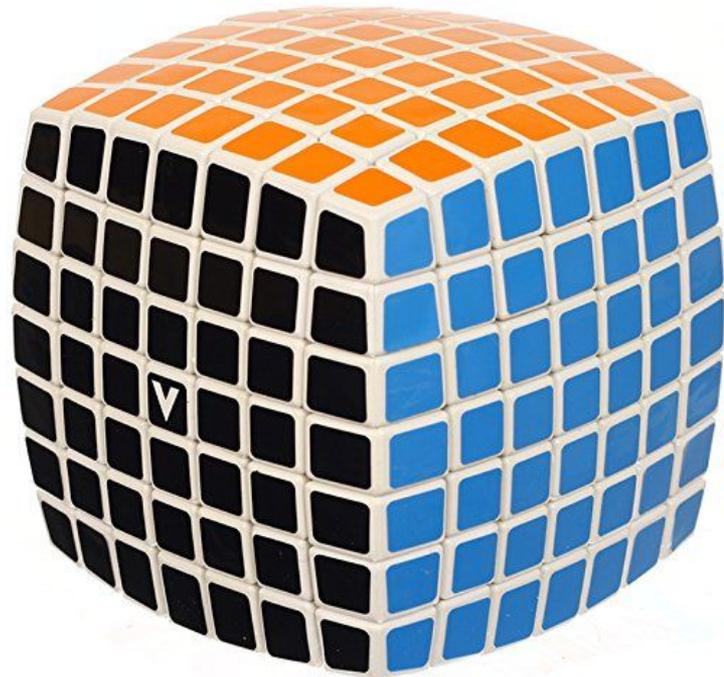
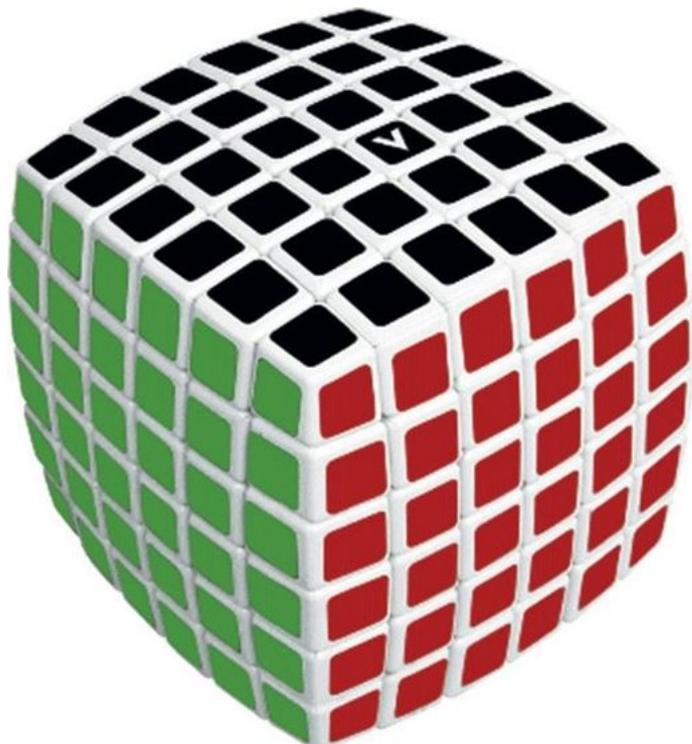
Beyond 3x3

Other Rubik's cubes



Beyond 3x3

Other Rubik's cubes



More Pieces = More Difficulty?

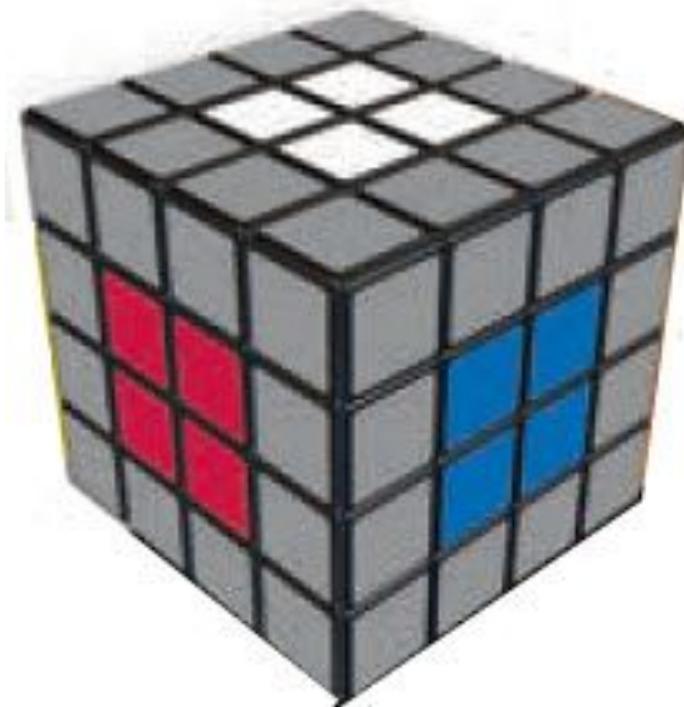
Not much harder than 3x3, and **4x4 is biggest difficulty jump**

Solution:

1. Build **centers**
2. Build **edges**
3. Pretend it's a 3x3

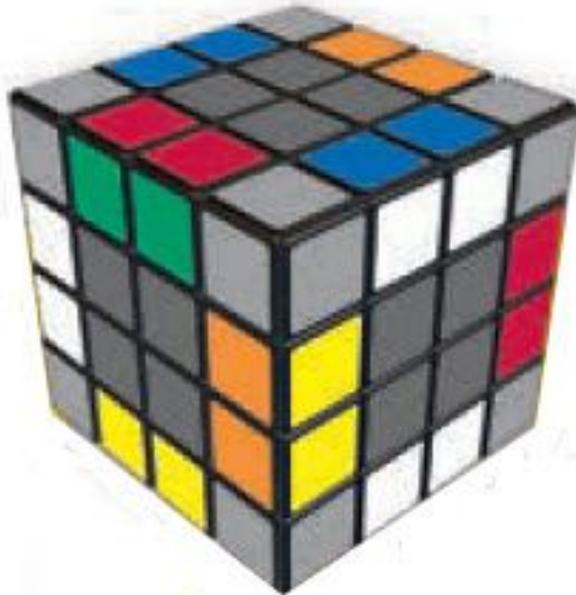
Step 1: Build the Centers

Pretty easy to do **intuitively**

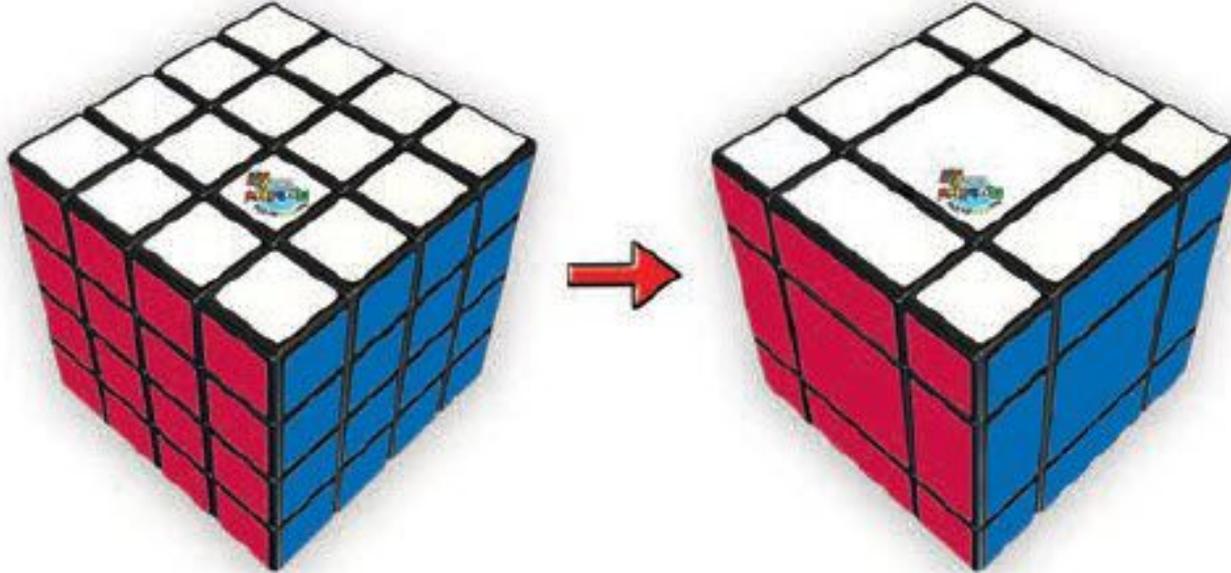


Step 2: Build the Edges

Takes a **bit more thought**, but **no algorithms**

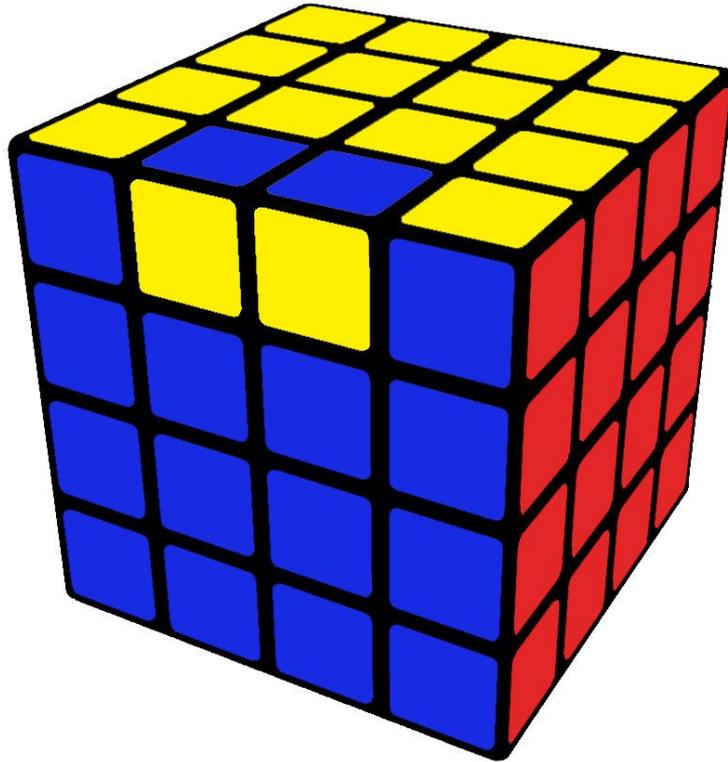


Step 3: Pretend it's a 3x3



Step 3.5: Except When It's Not A 3x3

(edge **parity**)



Big



Solving Rubik's Cubes Isn't That Hard,
But People Are Really Good At It



People Are Really Good At It

Records for other sizes:

- 2x2: 0.49
- 4x4: 17.42
- 5x5: 36.06
- 6x6: 1:13.82
- 7x7: 1:40.89

...most of the time

Blindfolded



**Solving Rubik's Cubes Isn't That Hard,
But People Are Really Good At It**



This one can't be serious, right?

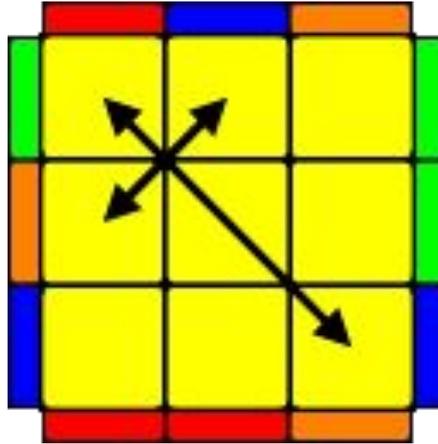
How can you **remember all of the stickers?**

How do you **keep track of them** when you turn the cube?

This must take a **photographic memory**, right?

The BLD Secret

Use **PLLs** to make **small changes**



$(F (R U' R' U') (R U R F') (R U R' U') (R' F R F'))$

How to Memorize a Rubik's Cube

Only need to remember a **chain** of pieces

- Piece 1 belongs in spot 2...
- ...which belongs in spot 3...
- ...
- ...which belongs in spot 1!

To solve:

- Swap 1 and 2
- Swap 1 and 3
- ...
- Done!

Corners and edges are **separate!**

How to Memorize a Rubik's Cube

Remember the **chain** with a **memory palace**

- **Label each piece** with a letter
- Turn chain into a **sequence of letters**
- Imagine objects in your house, office, commute, ...
- **Crazy = memorable!**

How to Memorize a Rubik's Cube

How much memory does it take?

- Usually 6-8 corners, 10-12 edges
- Total: 16-20 letters
- Like remembering **two phone numbers** for a few minutes
- **Executing accurately** is the harder part

Blindfolded



Solving Rubik's Cubes Isn't That Hard,
But People Are Really Good At It



BLD Cubing

Different rules for blind solves

- No **inspection**
- Timing **includes memorization**

People Are Really Good At It

Blindfolded WR: **15.50 s**

- < 7 second memorization!

People Are Really Good At It

Big cubes



Mike Hughey solves 7x7x7 cube blindfolded

People Are Really Good At It



59/60 59:46 Multi-Blind World Record – Graham Siggins

Other Things Like



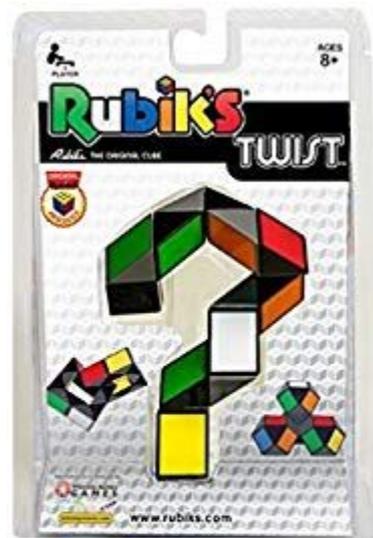
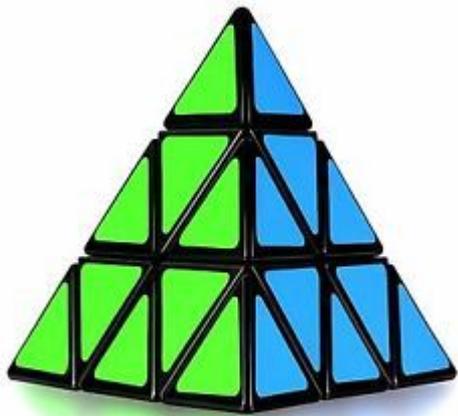
**Solving Rubik's Cubes Isn't That Hard,
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Other Twisty Puzzles

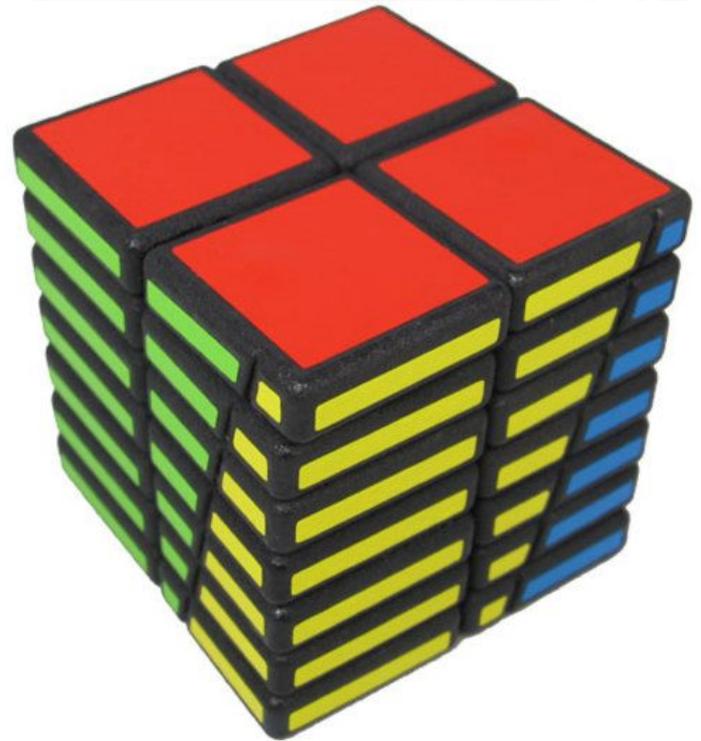
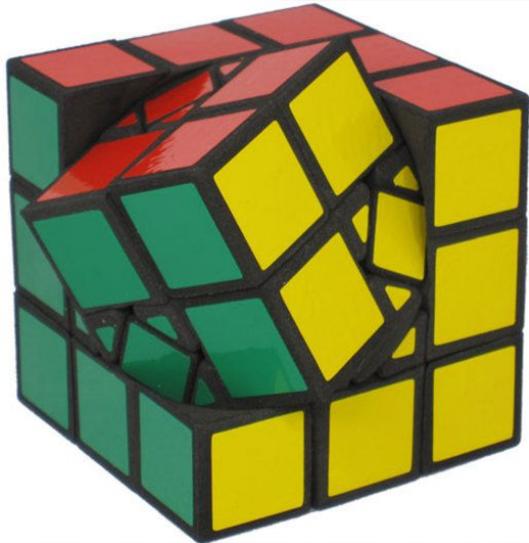


Other Twisty Puzzles



Make cool shapes!

Other Twisty Puzzles



"But Rubik's Cubes Are Mathematical!"

Rubik's cubes are related to **group theory**

- Rubik's cube group: permutations of the pieces
- Interesting fact: only **1/12 of arrangements are possible**

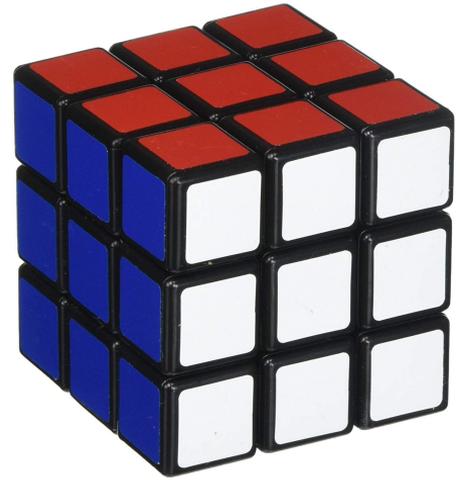
Solving Rubik's Cubes

Speedsolving is about **practice**, not **genius**

- Algorithms come from **computers**
- **Muscle memory** from (hundreds of) thousands of solves

...but the results are still mind-blowing

Twisty Puzzles



Greg d'Eon
UDLS, January 2020