Chapter 5: From Puzzles to Permutations

**Definition 5.1.1 — Puzzle Position**  $\rightarrow$  **Permutation**. For a given position (scrambling) of the puzzle, the **permutation corresponding to this position** is  $\alpha : S_n \rightarrow S_n$  where

 $\alpha(i) = j$  if the piece labelled *i* is in the position labelled *j*.



**Definition 5.1.2 — Puzzle Move**  $\rightarrow$  **Permutation**. For a given move sequence applied to the puzzle, the **permutation corresponding to this move sequence** is  $\beta : S_n \rightarrow S_n$  where  $\beta(i) = j$  if the piece in position labelled *i* moved to position labelled *j*.



(c) The move sequence corresponding to a is applied to the puzzle shown left. Determine the resulting position of the pieces.

$$\begin{bmatrix} 1 & 4 & 5 \\ 2 & 5 & 1 & 4 & 5 \\ \hline 4 & 3 & 5 \\ \hline 2 & ---- & --- & \begin{bmatrix} 1 & 2 & 3 & 4 & 5 \\ 1 & 2 & 3 & 4 & 5 \\ \hline 2 & 3 & 4 & 5 \\ \hline 2 & 3 & 4 & 5 \end{bmatrix}$$

Activity:

Try the following (fill out the table below) :

For each arrangement of the tiles of the Swap puzzle write down the corresponding "position" permutation &

(2) Solve the puzzle using legal moves (swaps) write down the permutations corresponding to the moves B1, B2, ... BK

Observations: Is there a relationship between a and Bipz... pr?

X	B1, B2,, BK	XB1B2BK

Conclusion/observation:

① Randomly place the tiles on the swap board, write down the permutation corresponding to the position, &.

② Using legal moves rearrange the tiles into another configuration & write down the permutations corresponding to moves.
Bi, Bz, ..., Bx

Observation: What is the relationship between x, B, Bz,..., Bk and Y?

X	B1, B2,, BK	XB1B2 ··· BIL	X X

Conclusion/Observation:

**Definition 5.1.1 — Puzzle Position**  $\rightarrow$  **Permutation**. For a given position (scrambling) of the puzzle, the **permutation corresponding to this position** is  $\alpha : S_n \rightarrow S_n$  where

 $\alpha(i) = j$  if the piece labelled *i* is in the position labelled *j*.

**Definition 5.1.2** — Puzzle Move  $\rightarrow$  Permutation. For a given move sequence applied to the puzzle, the permutation corresponding to this move sequence is  $\beta : S_n \rightarrow S_n$  where

 $\beta(i) = j$  if the piece in position labelled *i* moved to position labelled *j*.

**Theorem 5.1.1 — Multiplying Moves.** Let  $\alpha$  be the permutation corresponding to the current position of the puzzle, and  $\beta_1, \beta_2, \dots, \beta_k$  be a move sequence applied to the puzzle which results in a final position  $\gamma$ . Then

 $\alpha\beta_1\beta_2\cdots\beta_k=\gamma.$ 

Consequences of Theorem:
① if α = ε, then the product of Moves results in the permutation corresponding to puzzle position.
② if 8 = ε, then α = β<sub>k</sub><sup>-1</sup> β<sub>k-1</sub><sup>-1</sup>. Therefore, solving α is equivalent to factoring α into puzzle moves.

Proof:

Permutations as a product of 2-cycles:

Ex: Write the permutation x = (1745)(263)as a product of 2-cycles.

Consider the corresponding arrangement of the swap puzzle, then solve rt.





Permutation as a product of 3-cycles:

Ex: Express the permutation x = (14325) as a product of 3-cycles.

Consider the corresponding configuration of swap, and solve the puzzle using 3-cycles.



15 Puzzle:

Consider the following sequence of moves:



At home: Explore the representations with your own 15-puzzle by doing the following

- randomly arrange pièces on the board, write out the permutation X.
- 2 perform a sequence of moves, write down the permutations T,, Tz,..., TK

3 write down permutation for final arrangement :  $\beta$ Verify  $\alpha \tau_1 \tau_2 \dots \tau_k = \beta$  and write the move sequences as a single permutation.

 $\mathcal{O} = \mathcal{C}_1 \mathcal{C}_2 \dots \mathcal{C}_{k}$ 

Exc: Express, in cycle form, the permutation describing the move sequence.



Ex: The move sequence corresponding to  $\alpha$  is applied to the puzzle shown on the left. Determine the resulting position of the pieces.  $\alpha = (143265)$ 



Esc: Escpress the puzzle position as a permutation in cycle form.



Permutations for the basic moves:





## Rubik's Cube:

2×2×2 Cube : Labelling all facets





Permutations for cube moves:

$$\begin{split} R &= (13\ 14\ 16\ 15)(10\ 2\ 19\ 22)(12\ 4\ 17\ 24) \\ L &= (5\ 6\ 8\ 7)(3\ 11\ 23\ 18)(1\ 9\ 21\ 20) \\ U &= (1\ 2\ 4\ 3)(9\ 5\ 17\ 13)(10\ 6\ 18\ 14) \\ D &= (21\ 22\ 24\ 23)(11\ 15\ 19\ 7)(12\ 16\ 20\ 8) \\ F &= (9\ 10\ 12\ 11)(3\ 13\ 22\ 8)(4\ 15\ 21\ 6) \\ B &= (17\ 18\ 20\ 19)(1\ 7\ 24\ 14)(2\ 5\ 23\ 16) \end{split}$$

## 3×3×3 Cube: Labelling of facets



- $F = (17\ 19\ 24\ 22)(18\ 21\ 23\ 20)(6\ 25\ 43\ 16)(7\ 28\ 42\ 13)(8\ 30\ 41\ 11)$
- $\mathbf{B} = (33\ 35\ 40\ 38)(34\ 37\ 39\ 36)(3\ 9\ 46\ 32)(2\ 12\ 47\ 29)(1\ 14\ 48\ 27)$