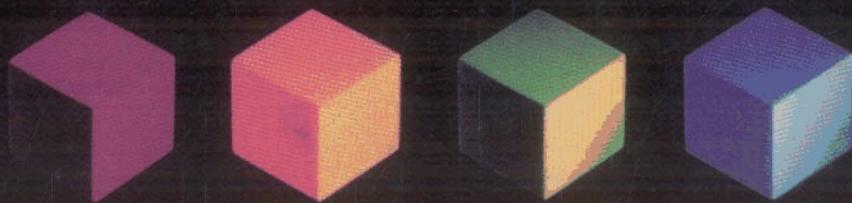


SECOND EDITION



Adventures in Group Theory

RUBIK'S
CUBE,
MERLIN'S MACHINE
&

OTHER MATHEMATICAL TOYS

DAVID JOYNER

Contents

Preface	ix	
Acknowledgments	xi	
Where to begin...	xiii	
<i>Chapter 1</i>	Elementary, my dear Watson	1
<i>Chapter 2</i>	And you do addition?	13
<i>Chapter 3</i>	Bell ringing and other permutations	37
<i>Chapter 4</i>	A procession of permutation puzzles	61
<i>Chapter 5</i>	What's commutative and purple?	83
<i>Chapter 6</i>	Welcome to the machine	123
<i>Chapter 7</i>	God's algorithm and graphs	143
<i>Chapter 8</i>	Symmetry and the Platonic solids	155
<i>Chapter 9</i>	The illegal cube group	167
<i>Chapter 10</i>	Words which move	199
<i>Chapter 11</i>	The (legal) Rubik's Cube group	219
<i>Chapter 12</i>	Squares, two-faces, and other subgroups	233
<i>Chapter 13</i>	Other Rubik-like puzzle groups	251
<i>Chapter 14</i>	Crossing the Rubicon	269

Chapter 15

Some solution strategies

285

Chapter 16

Codes: Questions and other directions

297

Bibliography

299

Index

305