Day 1

show all games.

Ask about the bottom face.

Groups, $\mathbb{Z}/n, \mathbb{Z}/n, S_n, GL(n), Sym(2n)$

subgroups, maps between groups.

the group generated by $g_1, \ldots, g_n$

The Rubik's cube group and similar examples.

the order of a group.

Complexity of brute force.

Day 2

Gaussian elimination.

The NCGE algorithm

- the trick table and what it does

- The algorithm (+ example)

- complexity estimate.

Day 3

Proof that the NCGE algorithm works.

A most rudimentary implementation of NCGE.

Day 4

The five programs

Day 5

strategic review.