

Day 1 show all games.

Ask about the bottom face.

Groups: $\mathbb{Z}, \mathbb{Q}, \mathbb{Z}/n, S_n, GL(N), \text{sym}(\text{object})$
subgroups, maps between groups.

the group generated by g_1, \dots, 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 Prove that the NCGE algorithm works.

A most rudimentary implementation of NCGE.

Day 4 The five programs

Day 5 Strategic reserve.