



STATISTICAL ANALYSIS OF THE TIMES OF DIFFERENT RUBIK'S CUBE SCRAMBLERS

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THE PROJECT

PROJECT OVERVIEW

- Rubik's cube solving is fun
- Speed-Rubik's cube solving is more fun
- "Scramblers": programs that provide a random scramble, time the solve, and more
- Focusing only on the scrambles -- is there a difference?





R S CRAMB S

I See More



Scramble length: o pramble type: 3x3x3 andom state Session: 1 scramble: L2 R2 D2 B2 D' R2 B2 R2 U F2 D R' B L2 B U' R B R' U L get last scramble times (reset, import): stats: (hide) number of times: 0/0 best time: DNE worst time: DNE session avg: DNF ($\sigma = -1.00$) session mean: DNF show timer ontions ready that time was: no penalty +2 DNF I leave commen qqTimer



2

THE PLAN

PROJECT PLAN

- time myself using scrambles from the scramblers
- create t-intervals for the times for every scrambler (6 tests)
- create t-tests for the difference of means between every two scramblers (15 tests)
- run a chi-square homogeneity test on the times (1 test)

DATA COLLECTION

- 1. generate and save 50 random scrambles from each source
- 2. write a program that shows me a randomly chosen scramble of all the random scrambles (but don't show the scrambler)
- 3. time the scramble, and save with the others from the same scrambler
- 4. repeat 2 & 3 until all scrambles are exhausted

let fs = require('fs'); // source: https://stackoverflow.com/a/12506613 var stdin = process.stdin; stdin.resume(); stdin.setEncoding('utf8'); }; // on any data into stdin stdin.on('data', function(key) { // ctrl-c (end of text) if(key === '\u0003') { process.exit(); } // if 'd' (delete) is pressed in state 2, delete last scramble if(key === 'd\u000a' && state === 2) { } state = REPEAT! (x3 console.log(time no generateScramble(); } // when enter is pressed change state if(key === '\u000a') { switch(state) { case 0: startTimer(); break; case 1: endTimer(); break; }; case 2: saveTime(); break; } state = (state + 1) % 3;if(state === 0) { generateScramble(); } }); // source: https://stackoverflow.com/a/34970550 function clock(start) { if(!start) return process.hrtime(); var end = process.hrtime(start); return Math.round((end[0]*1000) + (end[1]/1000000)); // get data let data = require('./scrambles.js'); // timer code let state = 0, start, duration; /** the * state = 0 means waiting to start * state = 1 means timer running * state = 2 means waiting to save */ // start timer by beginning the duration let startTimer = () => { start = clock(); process.stdout.write('time started'); };

// end timer by getting duration and printing out the time let endTimer = () => { duration = clock(start); process.stdout.write(duration/1000 + 's\n[d]elete? '); // save time let saveTime = () => { // get scramble, remove from scrambles array let scramble = data[scramblerIndex].scrambles.shift(); // save scramble locally save time with if(data[scramblerIndex].solved === undefined) { scrambler data[scramblerIndex].solved = []; data[scramblerIndex].solved.push({ scramble: scramble, duration: duration, date: new Date().getTime() }); // save scramble in file fs.writeFile('./scrambles.js', `module.exports = \${ JSON.stringify(data, null, 2) };`, e => { if(e) throw e }); // get a scramble and generate first scramble let scramblerIndex; let generateScramble; (generateScramble = () => { // disregard data with zero scrambles left let filteredData = data.filter(scramblerData => scramblerData.scrambles.length > 0); // choose random scrambler scramblerIndex = data.map(scramblerData => scramblerData.name).indexOf(filteredData[Math.floor(Math.random() * filteredData.length)].name); // display the first scramble from the chosen scramble // format it so that multiple spaces are replaced with one process.stdout.write('\n' + data[scramblerIndex].scrambles[0].replace(/\s+/g, ' ').trim()); })();

choose random scrambler

display only scramble

THE TIMER (the code)

Scramble: D R' B F2 R2 B2 F' R2 L U' R2 D2 B D2 R F2 L' F' R2 F L2 F B2 U' F2 Time: 15523ms

Scramble: B2 D' L' U B' F2 R' U D2 L' F' L2 D' L2 B2 R' B' F D2 F D2 L' B R2 B2 Time: 17232ms

Scramble: R2 B' F2 D2 F L2 F2 R' L F2 B D F' U2 L U F2 B2 U' F R2 D2 B2 U' F' Time: 18951ms

(never see the scrambler name)

(what I see)



THE DATA AND MECHANICS

DATA!

Ruwix	18508,19802,17046,12521,18110,17893,16111,17069,17811,14780,14944,15219,20841,16004,17548,19191,14331, 14776,17776,17123,17984,17215,14821,14770,12088,18092,18179,13888,22141,18938,15704,16224,18208,14658, 14350,18574,18810,19963,16436,14500,21465,18031,17063,19094,15328,16286,15715,17755,17998,17604
csTimer	21527,16090,16121,19067,17365,18176,16230,13369,17076,16649,18205,18043,19348,18390,18334,19616,19657, 15319,16353,20489,18003,18602,17336,16294,17735,16670,18778,18555,14278,19161,17545,14921,15945,18167, 16978,19787,18878,14813,19291,18950,16926,19277,17019,15470,16235,16623,15361,16139,17711,16456
cubeTimer	18051,19179,18005,14741,20726,19110,13744,17996,16158,17187,22304,17786,18730,19133,22709,15167,19869, 16951,16905,15419,16529,17316,19639,16158,14825,13578,21659,15330,19667,15204,20024,20110,17446,17789, 18866,16285,15482,17974,20252,20272,16958,17890,16646,16467,14249,17620,16699,19422,16272,16081
qqTimer	15729,18207,20934,21946,18151,17069,16971,15961,18737,16747,15408,12117,17421,15869,17921,16822,17264, 18474,18957,19981,15945,17518,19506,18419,16927,19694,18598,15437,19704,17467,21481,15787,20975,14805, 13865,19977,14706,17047,15269,14936,15469,15004,19174,17509,14299,13731,19007,14588,17806,17094
mine (not random-state)	18420,16905,16975,15965,17225,18394,17735,17775,18876,17204,16659,16195,19714,13781,20146,11272,17098, 18932,16824,14985,11582,18306,18847,17926,20014,17515,17821,19039,18209,18175,18256,17568,18138,17163, 18183,17417,18746,16646,19844,18196,20750,14874,16419,19052,19719,17708,17656,15323,18823,16642
Block Keeper	23602,16596,15674,17163,16388,18423,21041,16706,17744,19304,16912,14614,20829,17385,17940,19439,17417, 16498,15714,21015,14795,15851,15100,14681,16667,17756,15847,16835,16131,15535,16776,16781,16811,19857, 16595,19413,17219,19623,15677,20465,20264,16371,20363,18883,16008,14491,16727,20183,17227,17797

DATA!

Scrambler	Mean	SD	Outliers/Gaps/Skew?
Ruwix	16985.72	2149.81	
csTimer	17466.56	1685.43	
cubeTimer	17651.58	2158.61	
qqTimer	17248.60	2174.67	
<pre>mine (not random-state)</pre>	17512.74	1880.30	three left outliers
Block Keeper	17542.66	2021.24	slight skew right



Conditions

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- <u>10% condition</u>: 50 solves is less than 10% of all possible scrambles using this scrambler.
- <u>Nearly Normal condition</u>: A histogram of the data appears nearly Normal (unimodal and roughly symmetric), and the sample size is large.



Mechanics

 $\bar{x} = 16985.72$

df = n-1 = 49

 $t_{49}^{*} = 2.0095$ SE = SD/ $\sqrt{(n)} = 2149.81/\sqrt{(50)} = 304.03$ CL = $\bar{x} \pm t_{49}^{*} \times$ SE = 16895.72 ± 2.0095 × 304.03 = (16284, 17172)

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Interpretation

We are 95% sure that the true mean for my solves using a scramble from the Ruwix scrambler is between 16.374 and 17.596 seconds.

95% CONFIDENCE T-INTERVALS (SUMMARY)

Ruwix: (16374, 17596)

csTimer: (16988, 17946)

cubeTimer: (17038, 18265)

qqTimer: (16631, 17867)

mine: (16978, 18047)

Block Keeper: (16968, 18117)



Hypotheses:

<u>Null Hypothesis (H_o)</u>: There is no statistical difference between the means of the solve times of Ruwix and csTimer scrambles.

<u>Alternate Hypothesis (H_A)</u>: There is a statistical difference between the means of the solve times of Ruwix and csTimer scrambles.

Conditions:

Independence Assumption (already checked)

<u>Nearly Normal Assumption</u> (already checked)

Independent Groups Assumption: The times from one scrambler are

independent of the times from another scrambler.

Mechanics:

$$\begin{split} \bar{x}_1 &= 16985.72; \ \bar{x}_2 = 17466.56; \ \bar{x}_1 - \bar{x}_2 = -480.84 \\ df &= 92.72 \ (from \ calculator) \\ SE(x_1 - x_2) &= \sqrt{(var(x_1)/n_1 + var(x_2)/n_2)} = \sqrt{(2149.81^2/50 + 1685.43^2/50)} = 386.33 \\ t_{92.72} &= (-480.84 - 0) \ / \ 386.33 = -1.244 \\ p &= P(t_{92.72} < -1.244 \ U \ t_{92.72} > 1.244) = 0.2164 \end{split}$$

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Conclusion:

Since the p-value is greater than the alpha-level of 0.05, we fail to reject the null hypothesis. Therefore, there is no evidence of a statistical difference between the means of the Ruwix and csTimer solve times.

T-TEST FOR TWO MEANS (SUMMARY)

Ruwix vs. csTimer	t = -1.245 p = 0.2164	csTimer vs. Block Keeper	t = -0.2044 p = 0.8384
Ruwix vs. cubeTimer	t = -1.545 p = 0.1255	cubeTimer vs. qqTimer	t = 0.9300 p = 0.3547
Ruwix vs. qqTimer	t = -0.6079 p = 0.5447	cubeTimer vs. mine	t = 0.3429 p = 0.7323
Ruwix vs. mine	t = -1.305 p = 0.1951	cubeTimer vs. Block Keeper	t = 0.2604 p = 0.7951
Ruwix vs. Block Keeper	t = -1.335 p = 0.1851	qqTimer vs. mine	t = -0.6497 p = 0.5174
csTimer vs. cubeTimer	t = -0.4778 p = 0.6339	qqTimer vs. Block Keeper	t = -0.7004 p = 0.4854
csTimer vs. qqTimer	t = 0.5601 p = 0.5767	mine vs. Block Keeper	t = -0.07664 p = 0.9391
csTimer vs. mine	t = -0.1293 p = 0.8974		

Hypotheses

<u>Null Hypothesis (H₀)</u>: There is no statistical difference between the distributions of times between different scramblers.

<u>Alternative Hypothesis (H_A)</u>: There is a statistical difference between the distributions of times between different scramblers.

Data (re-expressed as categories)

Time (s)	Ruwix	csTimer	cubeTimer	qqTimer	mine	Block Keeper
11-14	12	4	5	8	5	4
15	4	4	5	10	2	7
16	5	13	12	4	8	15
17	13	7	9	10	13	9
18	9	12	4	7	14	2
19-23	7	10	15	11	8	13

Conditions:

<u>Counted Data Condition</u>: The data are adjusted to be counts of different categories.

<u>Randomization Condition</u>: The data were randomized using the experiment.

<u>Expected Cell Frequency Condition</u>: The data had been modified so that there are at least five expected counts in every cell. Expected

frequencies:

Times	Ruwix	csTimer	cubeTimer	qqTimer	mine	Block Keeper
11-14	6.33	6.33	6.33	6.33	6.33	6.33
15	5.33	5.33	5.33	5.33	5.33	5.33
16	9.50	9.50	9.50	9.50	9.50	9.50
17	10.17	10.17	10.17	10.17	10.17	10.17
18	8.00	8.00	8.00	8.00	8.00	8.00
19-23	10.67	10.67	10.67	10.67	10.67	10.67

Mechanics:

 $\chi^2 = 46.19$ df = (r - 1)(c - 1) = 25 p = P($\chi^2 > 46.19$) = 0.006109

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Conclusion

Because the p-value is less than the alpha-level of 0.05, we reject the null hypothesis. Therefore, we have evidence to suggest that there is a statistical difference between the distributions of the times of different scramblers.

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Beware large samples. Beware *large* samples?! That's not the advice you're used to hearing. The chi-square tests, however, are unusual. You should be wary of chi-square tests performed on very large samples. No hypothesized distribution fits perfectly, no two groups are exactly homogeneous, and two variables are rarely perfectly independent. The degrees of freedom for chi-square tests don't grow with the sample size. With a sufficiently large sample size, a chi-square test can always reject the null hypothesis. But we have no measure of how far the data are from the null model. There are no confidence intervals to help us judge the effect size.

TL;DR

We (probably) didn't find any statistically significant results!

Which means it doesn't matter which timer I use, because they don't make me faster or slower.

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The end. Thanks for watching.