Rubik's Cube
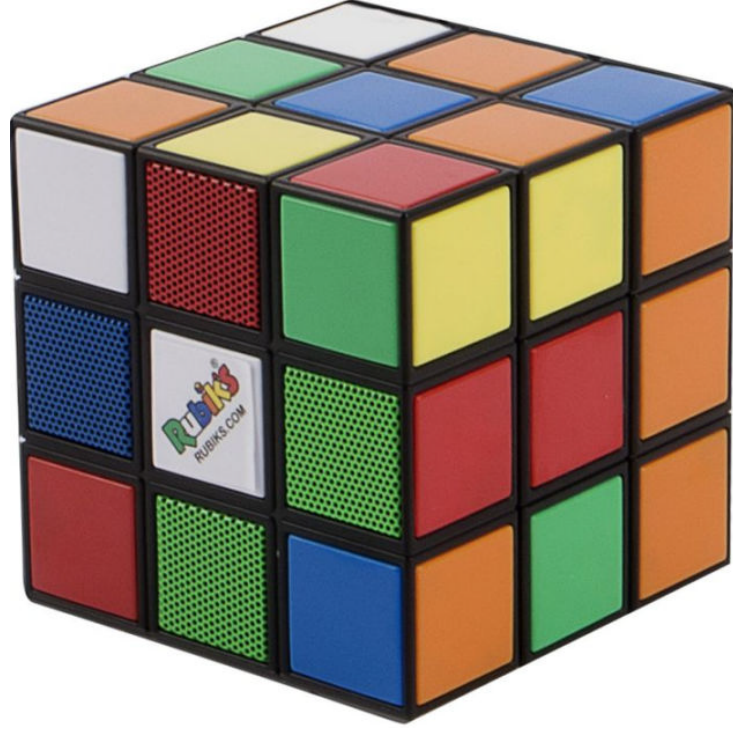
Team

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Agent Design

P:

fast,flexible

E:

cubes

A:

Screen display (speed, movements, solve)

S:

Keyboard , Mouse

Environment Properties

O: Fully

D: Deterministic

E: Sequential

S: Static

D: Discrete

A: One Agent

Problem Formulation

Initial State:

Random arrangemrnt of color cubes

Successor Function:

Move left, right, up, down, front, back

Goal State:

Cubes in same color in the same side

Path Cost:

Each move cost one

Tree Search

0

B^2

T

L

1

...

B

2

...

...

...

...