KTH Computer Science
and Communication

Benchmarking Human Solving Methods for Rubik's cube

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DD143X - Bachelor Thesis
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Abstract

This is a skeleton for KTH theses. More documentation regarding the KTH thesis class file can be found in the package documentation.

Referat

Sammanfattning

Denna fil ger ett avhandlingsskelett. Mer information om LaTeX-mallen finns i dokumentationen till paketet.

Contents

Chapter 1

Introduction

1.1 Problem Definition

1.2 Problem Statement

1.3 Purpose

1.4 Structure

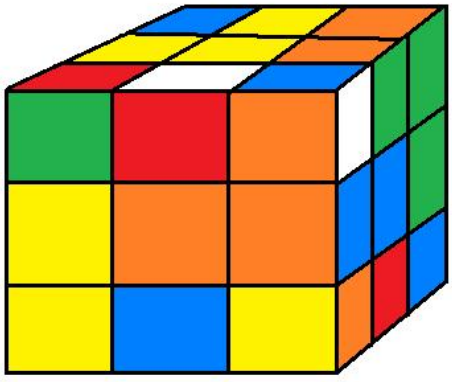

Figure 1.1. Scrambled cube

Chapter 2

Background

2.1 Competitions

2.1.1 Speedcubing

2.1.2 Fewest moves

2.2 Rubik's Cube

2.2.1 Description

2.2.2 Notation

2.3 Algorithms

2.3.1 Lbl using daisy method

White cross

White corners

Middle layer edges

Yellow cross

Yellow corners

Last layer permutation

2.3.2 Dedmore algorithm

Top corners (the X)

Top edges

Middle layer

Bottom corners

Bottom edges

Chapter 3

Method

3.1 Literature study

3.2 Implementation and data collection

3.3 Analyze and representation

Chapter 4

Implementation

4.1 Cube representation

4.2 Algorithms

4.3 Scramble

4.4 Difficulty

Chapter 5

Results and Analyze

5.1 Data

5.2 Comparison

Chapter 6

Discussion

6.1 Comparison

6.2 Errors

Chapter 7

Conclusion

[1]

References

[1] Hej. Madehow. *coolt*, 50:9–19, 2001.

Appendix A

RDF

And here is a figure

Figure A.1. Several statements describing the same resource.

that we refer to here: A.1