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Project Milestone B

3/6/2019

Milestone B: Feature Representation of Rubik’s Cube

So far, we have completed the problem formulation for the Rubik’s Cube and are working on the learning portion. Within this project, we are making use of Q-learning and feature representation. Features we are considering within this project include calculating the number of unique colors per face of cube and calculating the number of adjacent tiles of the same color. Our implementation works for states that are close to reaching the goal state, however, we are facing difficulties in reaching the goal state when the cube is adequately shuffled. Thus, steps moving forward include adding and refining features to represent states.