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CSE 415: Introduction to AI

Project Report

Feature-Based Reinforcement Learning for the Rubik Cube Puzzle

In this problem, we construct the problem formulation for the Rubik’s Cube puzzle and apply feature-based reinforcement learning in order to solve it. Specifically, we implement the learning in this problem by grouping states rather than their full details by specific patterns and features used to describe the state.

1. technique used and brief description (half a page) of how that technique works. If you use multiple AI techniques then describe each one but with somewhat less detail for each one;

Specifically,