Semester Design and Implementation Project Proposal

Name   Zhaowei Gu

Project Title: Rubrics Cube solver

Computer Platform (OS, etc.):   Windows,
AI Tools utilized (can be none)   macOS

Programming Language(s):   Java

Project Description: (Be sure to include the area(s) of Artificial Intelligence you will focus on)

There are a lot of solution solve Rubrics cube with computer using algorithm, so I was

wondering if I could solve an rubrics cube with another approach, I might need to explore I

am thinking using deep learning or machine learning technology to solve the problems.

I would like computers to find its own way to complete an rubrics cube.

What I will learn from this Project: (Why did you choose this Project?)

I would like to master the Machine Learning process, I think by doing the project I will be

able to understand and build, train a computer to do simple tasks.

I really like the idea of setting up everything and let computer to figure out the solution, just

like how alpha go has been trained.

these computer might make unexpected moves that we as human never done.

Potential Implementation Problems: (What do you think will give you the most trouble?)

I am afeard that I might not be able to complete this project. because from my mind I

could not think of a solution to solve the problem, I might need to do a lot of research.

ideally I would like my solution to solve any sized Rubrics cube.