

Rubik's Cube AI

CS 664

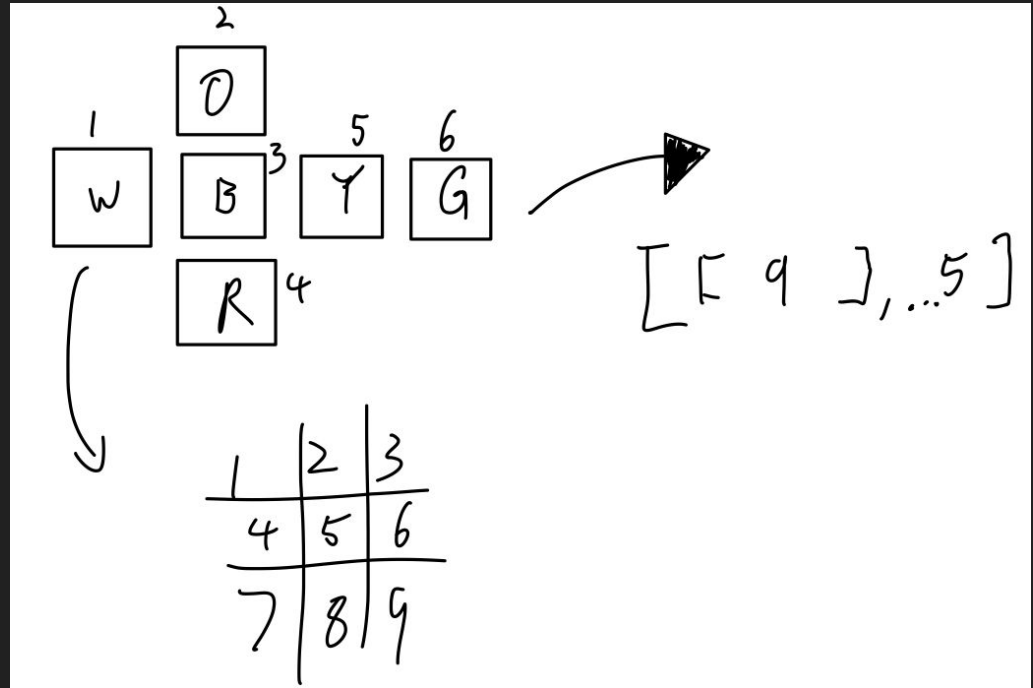
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3D array to store Cube information

String [6][9][1];

Inside the array there are 6 cubes, each cube contains 9 space for each spot of a 3x3 Rubik's Cube.

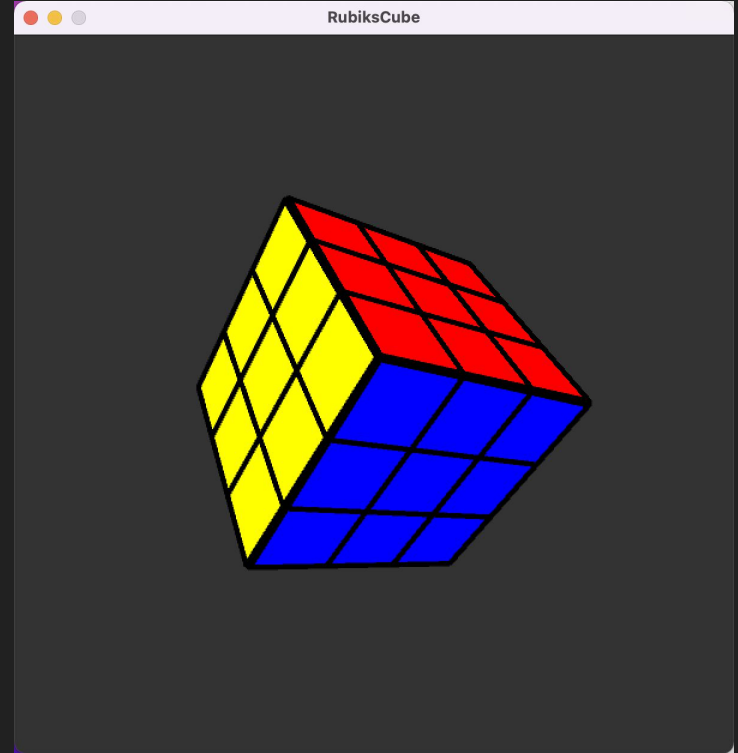
Inside the each space it has one string to represent the color of the cube.



Try to develop a 3D visualized rubik's cube

Before Everything start I try to develop a visualized cube, using processing.

In the end I decided to move on to complete the AI first





Rubik's Cubes fundamental movement logic

There are 3 axis, each axis has three layer to move, each layer has two ways to move (left/right)

When one face has moved, the other face has to move too, because it's a cube, those spaces are not just individual spots that can move everywhere by a self.

Make sure it has the correct movement logic, (HARD!!!)

X Y Z

() ||| 

x3

$$3 + 3 + 3 = 9$$
$$9 \times 2 = 18$$

AI without Human knowledge

I have developed a brutal force algorithm, it will try to find a combination of 21 moves to solve the rubik's cube.

It did not end well, its taking too long to find a result when I shuffle too much.

(Fundamental movement logic has bug at that time I did not realize)

```
//possible moved to be down
private final String[] m = {"L", "L'", "R", "R'", "U", "U'", "D", "D'", "F", "F'", "B", "B'", "M",
    "M'", "E", "E'", "S", "S'"};

//solve
public void solve(RubiksCube cube) { findMove(cube, 1); }

//it will find the best move and do it with recursion
private boolean findMove(RubiksCube cube, int l) {
    int level = l;
    if (level <= 21) {
        for (int i = 0; i < 18; i++) {
            if (cube.checkComplete()) {
                return true;
            } else {
                level++;
                cube.move(m[i]);
                if (findMove(cube, level)) {
                    return true;
                } else {
                    level--;
                }
            }
        }
    }
    return false;
}
```

AI with Human knowledge

Solve the base first which is at array 5,

Then solve the middle layer

Then solve the top layer

Then solve the side corner

Complete the cube

			8	7	6			
		1	5	4	3			
		2		1	0			
6	3	0	6	3	0	2	5	8
7	4	1	7	4	1	1	4	7
8	5	2	8	5	2	0	3	6
		2						
		3	3	4	5			
			6	7	8			

Quick Demo