

A machine learning approach that beats Rubik's cubes

ML-heuristic pathfinder for general Cayley graphs

A. Chervov⁺, K. Khoruzhii⁺, N. Bukhal, J. Naghiyev, V. Zamkovoy, I. Koltsov, L. Cheldieva, A. Sychev, A. Lenin, M. Obozov, E. Urvanov and A. M. Romanov^{*}

† Authors contributed equally to this work

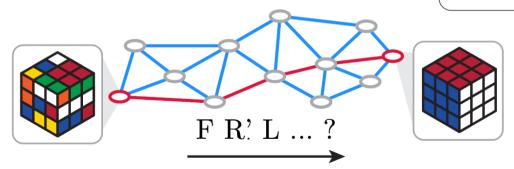
* Corresponding author: romanov@mirea.ru

Problem & Scale



- It was demonstrated ≈ 70% optimality solving 3×3×3 Rubik's cube with ML approaches [1,2]
- In 2023, over 1000 teams competed in a Kaggle challenge [3] solving 3×3×3, 4×4×4, 5×5×5 and other general Cayley graphs
- Solving the Rubik's Cube Optimally is NP-complete [4]

The number of 5×5×5 Rubik's cube's states is comparable to the number of atoms in the universe.



^[1] Agostinelli et al. Solving the Rubik's cube with deep reinforcement learning and search. Nat Mach Intell 1, 356–363 (2019)

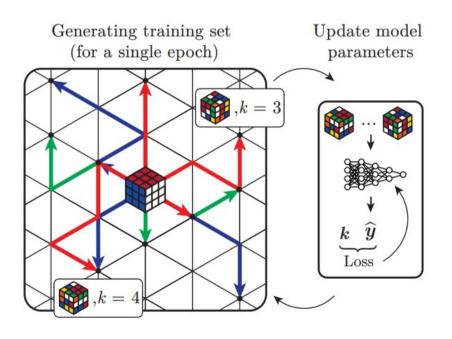
^[2] Takano. Self-Supervision is All You Need for Solving Rubik's Cube. TMLR (2025)

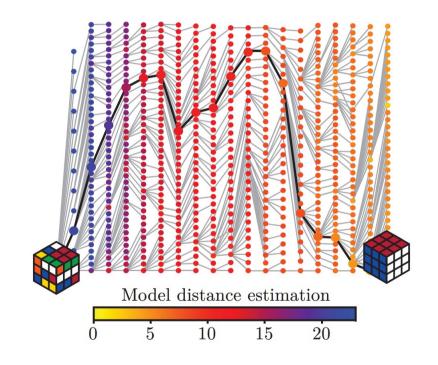
^[3] Kaggle. Santa 2023 – The Polytope Permutation Puzzle. Kaggle (2023)

^[4] Demaine et al. Solving the Rubik's Cube Optimally is NP-complete. STACS (LIPIcs) 96, 24:1–24:13 (2018)



Method: Train with Random Walks

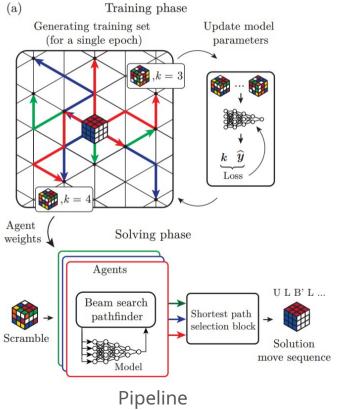


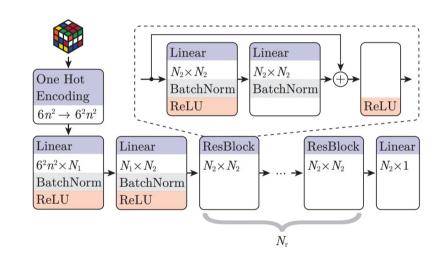


Training phase Solving phase



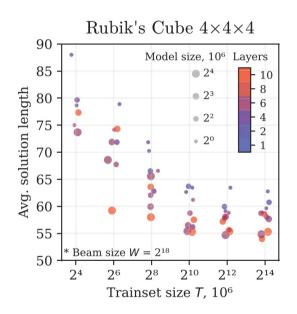
Method: Train with Random Walks



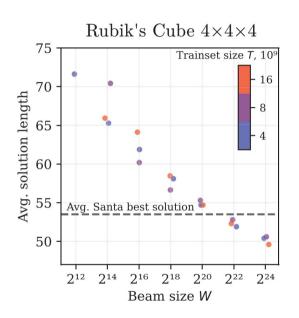




Scaling Effects: Model & Dataset Size



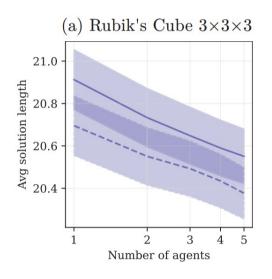
Model can be smaller Train phase can be shorter

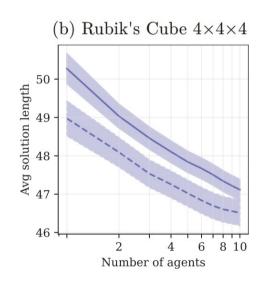


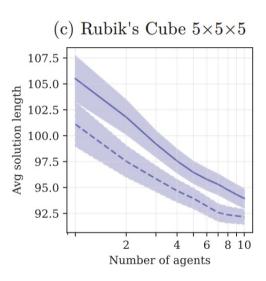
Larger beam ⇒ shorter solution

Train & Solve in Parallel









solid line – random set dashed line – best set

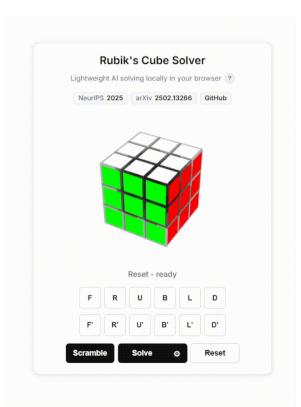




Faster and shorter solutions



- Can be run directly in browser (.js)
- Beat all 2023 Kaggle Santa Challenge solutions up to 5×5×5 Rubik's cube
- Solved a broad range of puzzles represented by Cayley graphs of size up to 10¹⁴⁵





Code (git)



Demo