
A machine learning approach that beats Rubik's cubes

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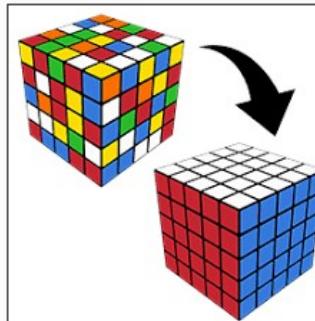
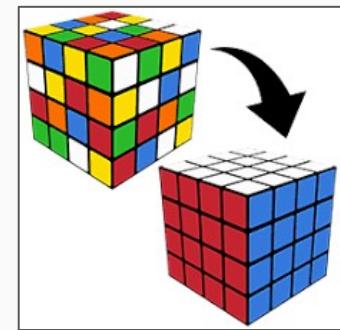
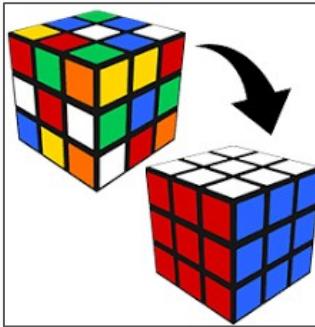
Rubik's cube as a benchmarks for AI puzzle solving

DeepCubeA (2019) and EfficientCube (2023) demonstrated $\approx 70\%$ optimality solving $3 \times 3 \times 3$ Rubik's cube with deep learning approaches.

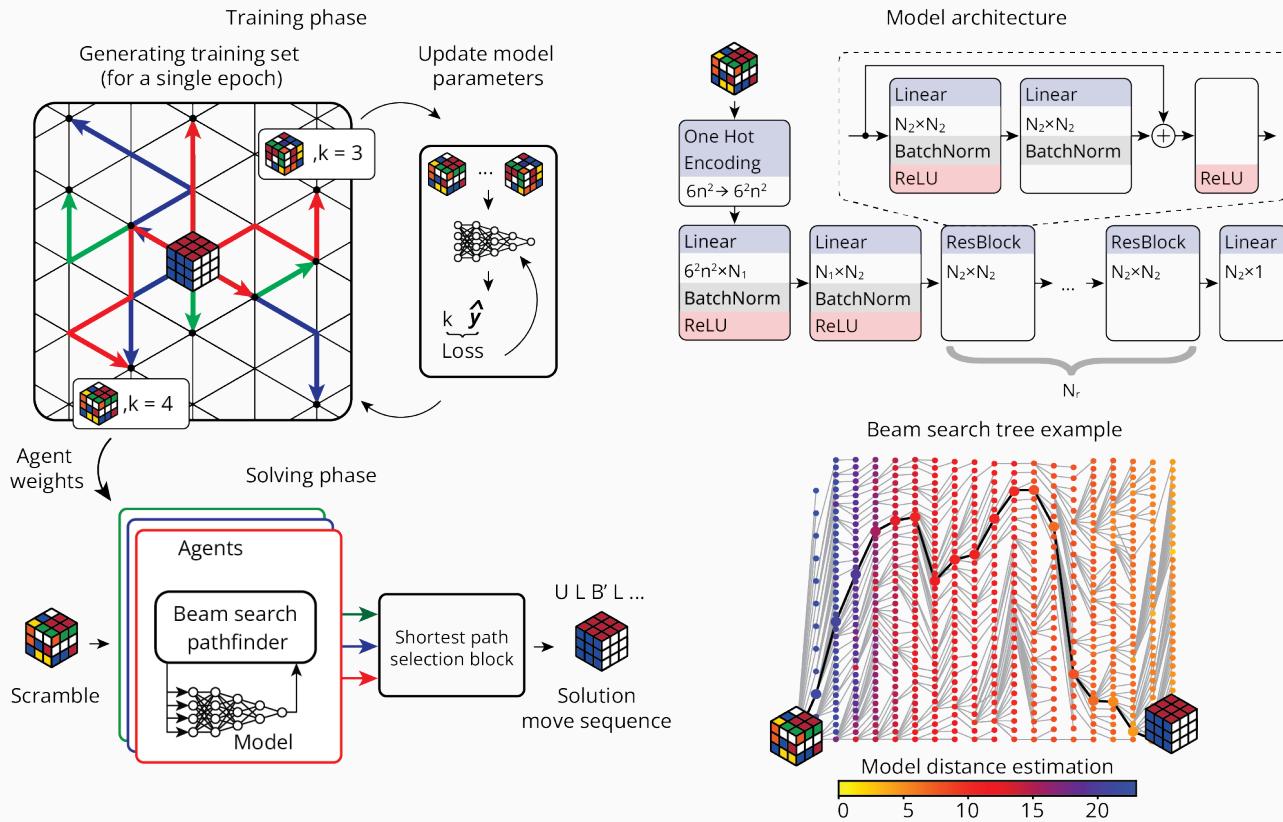
In 2023, over 1000 teams of ML researchers competed in a Kaggle challenge solving $3 \times 3 \times 3$, $4 \times 4 \times 4$ and larger cubes.

Can a single unified ML solution beat them all?

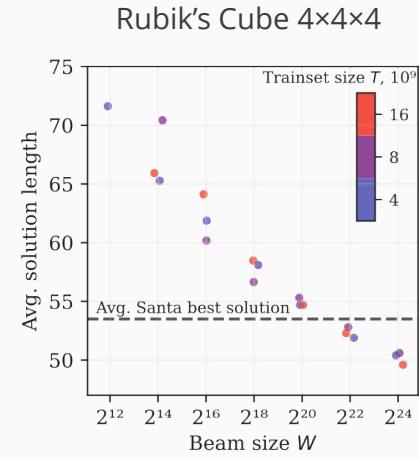
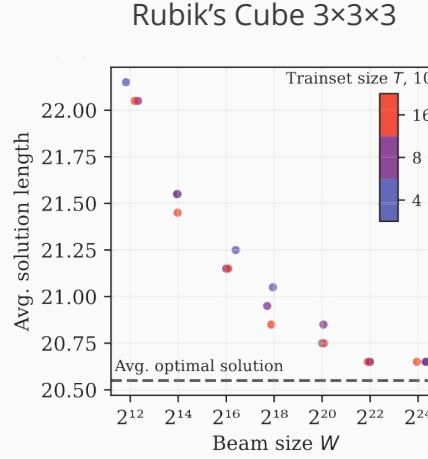
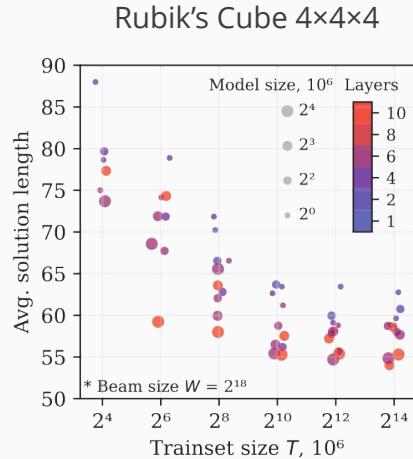
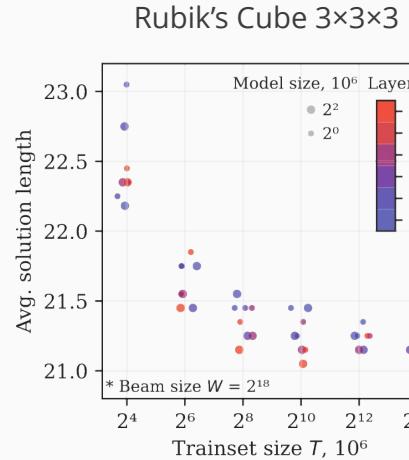
Interesting fact: the number of $5 \times 5 \times 5$ Rubik's cube's states is comparable to the number of atoms in the universe.



Solution: (Random Walks + ResMLP + Beam Search) \times Agents



Do not train too much: we revealed stagnation of solution length



There is no practical reason to use trainsets larger than 8B.

What about really large trainsets? Are you ready for 524B?

Scramble ID																																											
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	
<i>Neural network 1 (upper line 8B/lower line 524B)</i>																																											
49	49	47	45	46	45	51	48	49	47	48	49	50	48	50	47	47	50	48	50	50	50	51	49	48	49	48	48	50	52	49	51	50	50	53	50	50	53	52	51	49	51	53	
43	47	45	47	46	49	47	50	47	47	50	45	50	48	40	53	47	52	48	48	50	48	49	47	50	49	48	54	48	48	49	49	50	52	53	44	50	49	50	51	49	51	51	
<i>Neural network 2 (upper line 8B/lower line 524B)</i>																																											
51	49	47	45	50	49	51	46	51	49	48	45	50	54	52	47	47	46	48	52	46	50	53	47	48	47	50	50	54	52	49	49	52	52	49	46	58	☒	52	53	51	51	53	
43	47	47	47	47	48	49	47	52	53	47	☒	45	48	54	40	51	49	48	50	52	50	48	49	55	50	47	50	48	50	☒	49	49	50	50	57	46	54	51	52	55	49	51	51
<i>Best results over other experiments (neural networks trained with 8B examples)</i>																																											
43	47	43	45	46	45	47	46	47	46	45	48	46	40	45	47	44	46	46	44	48	49	47	48	45	46	46	48	49	47	48	50	47	42	50	47	48	49	47	49	51			

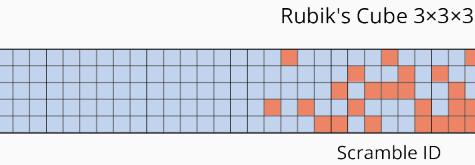
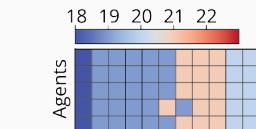
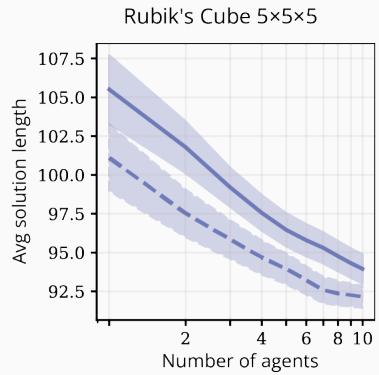
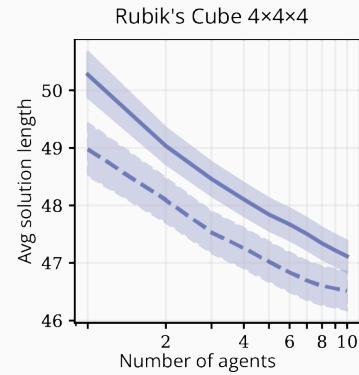
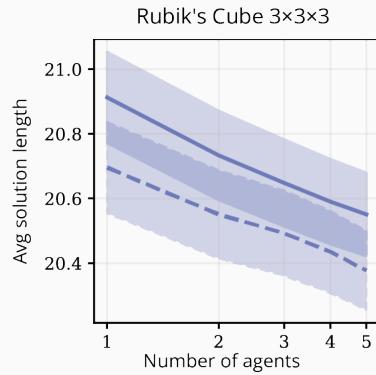
No grokking was observed.

Average solution length slightly improved (49.3→48.56 and 49.74→49.46).

One of networks trained with 524B samples solved less scrambles than its 8B version.

Does this improvement really worth 7 days and 17.5 hours of training?

Multi-agent approach

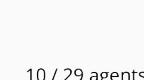


20.38
20.70
20.81
20.84
20.90
20.92

5 / 26 agents



Rubik's Cube 4×4×4



10 / 29 agents

46.51

48.98
49.44
49.44
49.67
49.86
50.09
50.10
50.60
51.26
52.93

Avg solution length

Scramble ID

Rubik's Cube 5×5×5



10 / 69 agents

92.16
101.1
102.5
102.8
103.2
104.1
104.3
104.6
106.4
106.7
109.9

Avg solution length

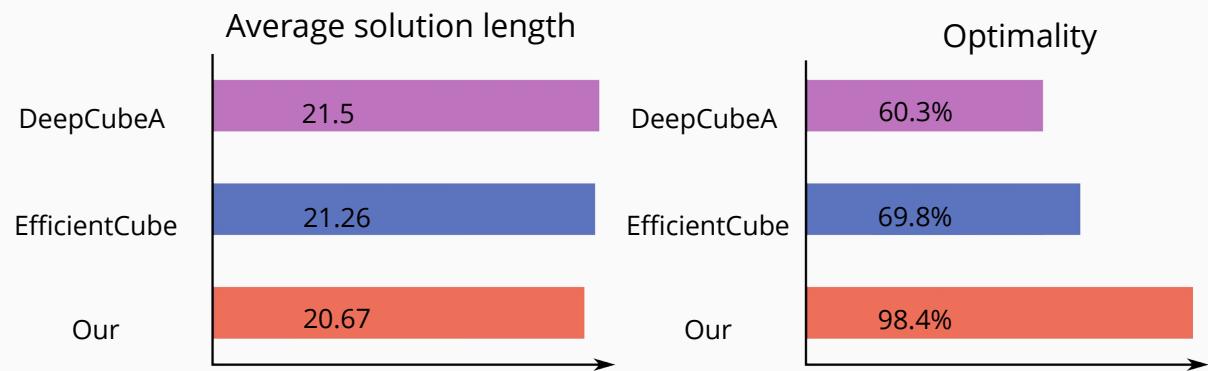
Scramble ID

Results

We are significantly faster than competitors!



We are more optimal!



We beat all best 2023 Kaggle Santa Challenge solutions up to 5×5×5 Rubik's cube.

We solved a broad range of puzzles represented by Cayley graphs of size up to 10^{145} .

Thanks!

Contact us:

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