# Rubik's Cube Algorithms Compilation

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## **Explanation**

This document is a compilation of algorithms for the 3x3 Rubik's Cube; most notably those for solving the last layer (LL) using the CFOP (Cross, F2L, Orient, Position) method. Most were taken from https://www.speedsolving.com/.

# 2-Look OLL Algs

#### First Look (Orient Edges)

Bar: F(RUR'U')F'Corner: f(RUR'U')f'

None: [F(RUR'U')F'][f(RUR'U')f']

#### Second Look (Orient Corners)

Fish UL:  $(R'\ U'\ R)\ U'\ (R'\ U2\ R)$ Fish LL:  $(R\ U\ R'\ U')\ U(R\ U2\ R')$ Double Head-lights:  $F\ (R\ U\ R'\ U')3\ F'$ 

Head-lights/Camilian: (R U2)(R2 U')(R2 U')(R2 U2 R)

Head-lights: (R2' D)(R' U2)(R D')(R' U2 R')

Camilian:  $(r \ U \ R' \ U')(r' \ F \ R \ F')$ Bow-tie:  $F' \ (r \ U \ R' \ U')(r' \ F \ R)$ 

## 1-Look PLL Algs

#### Permute Edges

H-Perm:  $M2\ U\ M2\ U2\ M2\ U\ M2$ 

U Perm (a):  $R2\ U'\ R'\ U'\ R\ U\ R\ U\ R\ U'\ R$ U Perm (b):  $R'\ U\ R'\ U'\ R'\ U'\ R'\ U\ R\ U\ R2$ Z Perm:  $(M2\ U)2\ M'\ (U2\ M2\ U2)\ M'\ U2$ 

#### **Permute Corners**

A Perm (a): R' F R' B2 R F' R' B2 R2

A Perm (b): R B' R F2 R' B R F2 R2

E Perm:  $L\ R'\ U'\ R\ U\ L'\ U'\ R'\ U\ R\ r\ U\ R'\ U'\ r'\ F\ R\ F'$ 

#### Permute Edges/Corners

F Perm: (R' U R U') R2 (F' U' F U) (R F R' F') R2 U'

G Perm (a): (R U R' U' R') U F (R U R U' R') F' U R' U 2 R

G Perm (b): R' U' R B2 D (L' U L U' L) D' B2

G Perm (c): L'U'LULU'F'L'U'L'ULFU'LULU'

G Perm (d):  $U2\ R\ U\ R'\ F2\ D'\ (L\ U'\ L'\ U\ L')\ D\ F2\ U2$ 

J Perm (a):  $(B'\ U\ F')\ U2\ (B\ U'\ B')\ U2\ (F\ B\ U')$ 

J Perm (b):  $(B \ U' \ F) \ U2 \ (B' \ U \ B) \ U2 \ (F' \ B' \ U)$ 

N Perm (a):  $(L\ U'\ R\ U2\ L'\ U\ R')2\ U'$ 

N Perm (b): (R' U L' U2 R U' L)2 U

R Perm (a): R U2 R' U2 R B' R' U' R U R B R2 U

R Perm (b): R' U2 R U2 R' F (R U R' U') R' F' R2' U'

T Perm:  $\stackrel{\frown}{R}UR'U'R'FR2U'R'U'RU'R'F'$ 

V Perm: R' U R' U' B' R' B2 U' B' U B' R B R

Y Perm: F R U' R' U' R U R' F' R U R' U' R' F R F'

# 1-Look OLL Algs

TODO: Add them here by category.