Rubik's Cube Algorithms Compilation

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February 5, 2018

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: $[F \; (R \; U \; R' \; U') \; F'][f \; (R \; U \; R' \; U' \;) \; f']$

Second Look (Orient Corners)

Fish UL: (R' U' R) U' (R' U2 R)Fish LL: (R U R') U(R U2 R')

Double Head-lights: F(RUR'U')3F'

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.