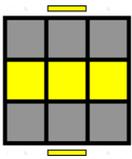


4 Look Last Layer Algorithms

Developed by Feliks Zemdegs
and Andy Klise

Algorithm Presentation Format

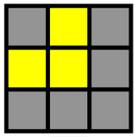


Suggested algorithm here

Probability = 1/x

Round brackets are used to segment algorithms to assist memorisation and group move triggers.

Edge Orientation

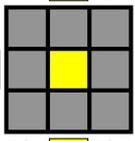
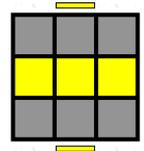


F (U R U' R') F'

Probability = 1/2

F (R U R' U') F'

Probability = 1/4



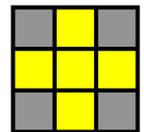
F (R U R' U') F' U2

F (U R U' R') F'

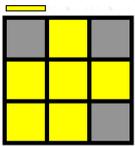
Probability = 1/8

Edges Already Oriented

Probability = 1/8



Corner Orientation

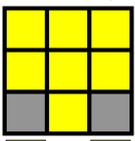
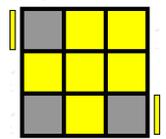


(R U R' U R U2 R')

Probability = 4/27

(R U2 R' U' R U' R')

Probability = 4/27

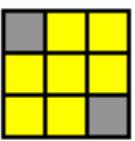
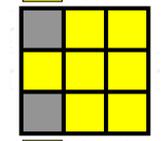


R2 D (R' U2 R) D' (R' U2 R')

Probability = 4/27

(r U R' U') (r' F R F')

Probability = 4/27

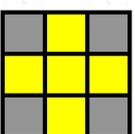
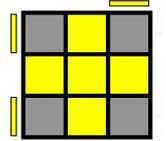


F' (r U R' U') r' F R

Probability = 4/27

R U2' (R2' U') (R2 U') R2' U2' R

Probability = 4/27

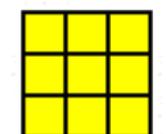


(R U R' U) (R U' R' U) R U2 R'

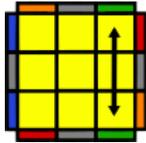
Probability = 2/27

Corners Already Oriented

Probability = 1/27

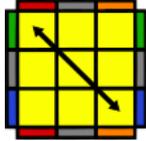


Corner Permutation



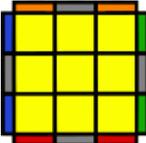
$(R U R' U') (R' F R^2 U') R' U' (R U R' F')$

Probability = 2/3



$(R' U L' U^2 R U' L)$
 $(R' U L' U^2 R U' L)$

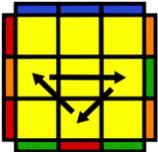
Probability = 1/6



Corners Already Permuted

Probability = 1/6

Edge Permutation

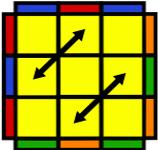
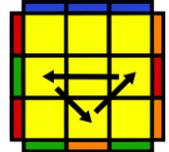


$(R^2 U) (R U) (R' U') (R' U')$
 $R' U R'$

Probability = 1/3

$(R U') (R U) (R U) (R U')$
 $R' U' R^2$

Probability = 1/3

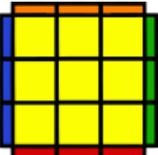
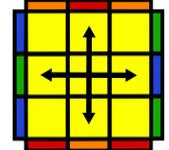


$(M^2' U M^2' U) (M' U^2)$
 $(M^2' U^2 M')$

Probability = 1/6

$(M^2' U M^2') U^2 (M^2' U M^2')$

Probability = 1/12



Edges Already Permuted

Probability = 1/12

Notation



R



R'



R2



r



r'



x



y



U



U'



U2



u



u'



z



M



F



F'



L



L'



B



B'



D



D'