Mark49152's OLL rankings

[version 2013.04.10.1]

Move savings per OLL case

OLL case				2-Look: OC case after EO				QTM*		1-Look	QTM*	
Wiki#	EO	U patt.	Prob	-/BL	U	U2/FR	U'	Worst	Avg.	Optimum OLL alg	Cost	Saving
OLL-28	L	ACO	1/54	U' Lights		U Lights		17.50	17.50	M U M' U2 M U M'	7.50	**10.00**
OLL-18	Dot	-	1/54	U Lights	U' Asune	U Dsune	U Sune	23.50	21.25	(F R U R') d R' U2 (R' F R F')	11.50	**9.75**
OLL-05	L	Square	1/54	Lights		U2 Lights		18.00	17.25	r' U2 R U R' U r	7.50	**9.75**
OLL-19	Dot	-	1/54	Sune	Dsune	Asune	Cham	22.50	19.63	M U (R U R' U') M' (R' F R F')	11.00	**8.63**
OLL-48	L	L	1/54	U Dsune		U Dsune		18.50	18.50	F (R U R' U') (R U R' U') F'	10.00	**8.50**
OLL-33	Bar	T	1/54	U2 Cham		Dsune		17.50	16.50	(R U R' U') (R' F R F')	8.00	**8.50**
OLL-43	L	P	1/54	U' Asune		U Asune		14.50	14.50	f ' (L' U' L U) f	6.00	**8.50**
OLL-17	Dot	-	1/54	U2 Bowtie	U Pi	U' Pi	U Bowtie	23.50	21.88	(R U R' U) (R' F R F') U2 (R' F R F')	13.50	**8.38**
OLL-09	L	Kite	1/54	U' Pi		U Pi		18.50	18.50	M (R U2 R' U' R U' R') U' M'	10.50	**8.00**
OLL-11	L	SmallLB	1/54	U Pi		U' Pi		18.50	18.50	M (R U R' U R U2 R') U M'	10.50	**8.00**
OLL-51	Bar	I	1/54	U Dsune		U' Lights		18.50	18.00	f (R U R' U') (R U R' U') f'	10.00	**8.00**
OLL-03	Dot	-	1/54	U' Cham	U Asune	U2 Asune	U2 Lights	23.00	20.63	(f R U R' U' f') U' (F R U R' U' F')	13.00	**7.63**
OLL-07	L	SmallLB	1/54	U Bowtie		U' Bowtie		15.00	15.00	r U R' U R U2 r'	7.50	**7.50**
OLL-04	Dot	-	1/54	U' Sune	U Cham	Lights	U2 Sune	21.50	20.25	(f R U R' U' f') U (F R U R' U' F')	13.00	**7.25**
OLL-06	L	Square	1/54	U2 Bowtie		Bowtie		15.50	14.75	r U2 R' U' R U' r'	7.50	**7.25**
OLL-02	Dot	-	1/54	CO skip	Bowtie	Pi	U' Bowtie	22.50	18.13	(F R U R' U') S (R U R' U' f')	11.00	**7.13**
OLL-50	L	L	1/54	U Lights		U' Lights		17.50	17.50	x' R' D R2 U' R2 D' R2 U R'	10.50	**7.00**
OLL-37	L	Fish	1/54	U Cham		U' Cham		15.00	15.00	x' U' R U l' U' R' U R	8.00	**7.00**
OLL-08	L	SmallLB	1/54	U Asune		U' Asune		14.50	14.50	r' U' R U' R' U2 r	7.50	**7.00**
OLL-54	L	L	1/54	U2 Pi		Pi		19.00	18.25	r U R' U R U' R' U R U2' r'	11.50	**6.75**
OLL-12	L	SmallLB	1/54	U2 Lights		Lights		18.00	17.25	M' (R' U' R U' R' U2 R) U' M	10.50	**6.75**
OLL-29	L	Awkward	1/54	Dsune		Dsune		17.50	17.50	M U (R U R' U') (R' F R F') M'	11.00	**6.50**
OLL-46	Bar	C	1/54		U' Sune		U Asune	14.50	14.50	R' U' (R' F R F') U R	8.00	**6.50**
OLL-45	Bar	T	1/54	CO skip		U2 Pi		19.00	12.50	F (R U R' U') F'	6.00	**6.50**
OLL-13	Bar	KnightM	1/54	U' Pi		U' Bowtie		18.50	16.75	F U R U2 R' U' R U R' F'	10.50	**6.25**
OLL-15	Bar	KnightM	1/54	U2 Lights		U Sune		18.00	16.25	(l' U' l) (L' U' L U) (l' U l)	10.00	**6.25**
OLL-31	L	P	1/54	Bowtie		U2 Bowtie		15.50	14.75	R' U' (F U R U' R' F') R	9.00	**5.75**
OLL-32	L	P	1/54	Cham		U2 Cham		15.50	14.75	R U (B' U' R' U R) B R'	9.00	**5.75**
OLL-16	Bar	KnightM	1/54	U' Asune		Lights		16.50	15.50	(r U r') (R U R' U') (r U' r')	10.00	**5.50**
OLL-42	L	Awkward	1/54	Pi		U2 Pi		19.00	18.25	M R y R U R' U' y' R' U M'	13.00	**5.25**
OLL-34	Bar	C	1/54	U2 Bowtie		U Bowtie		15.50	15.25	(R U R' U') B' (R' F R F') B	10.00	**5.25**
OLL-39	Bar	BigLB	1/54	Asune		U Cham		15.00	14.25	R B' R' U' R U B U' R'	9.00	**5.25**
OLL-40	Bar	BigLB	1/54	U' Cham		Sune		15.00	14.25	R' (F R U R' U' F') U R	9.00	**5.25**
OLL-52	Bar	I	1/54		U2 Sune		U2 Asune	15.00	15.00	(R U R' U) R d' R U' R' F'	10.00	**5.00**
OLL-01	Dot	--	1/108	U2 Cham	U' Lights	U2 Cham	U' Lights	22.50	21.50	(R U2 R2' F R F') U2 (R' F R F')	12.50	**4.50**
OLL-57	Bar	ACO	1/108	U Lights		U Lights		17.50	17.50	(R U R' U') M' (U R U' r')	9.00	**4.25**
OLL-14	Bar	KnightM	1/54	Bowtie		U Pi		18.50	16.25	R' F R U R' F' R y' (R U' R')	12.00	**4.25**
OLL-47	L	L	1/54	Sune		U2 Sune		15.00	14.25	F' (L' U' L U) (L' U' L U) F	10.00	**4.25**
OLL-10	L	Kite	1/54	U' Sune		U Sune		14.50	14.50	M' (R' U2 R U R' U R) U M	10.50	**4.00**
OLL-35	L	Fish	1/54	U2 Sune		Sune		15.00	14.25	R U2 R2' F R F' R U2 R'	10.50	**3.75**
OLL-49	L	L	1/54	Asune		U2 Asune		15.00	14.25	l U' R2 D R2 U R2 D' R	10.50	**3.75**
OLL-53	L	L	1/54	U2 Cham		Cham		15.50	14.75	r' U' R U' R' U R U' R' U2 r	11.50	**3.25**
OLL-20	Dot	--	1/216	U2 Pi	U2 Pi	U2 Pi	U2 Pi	24.00	24.00	M U (R U R' U') M2 (U R U' r')	11.50	**3.13**
OLL-30	L	Awkward	1/54	U' Bowtie		U Bowtie		15.00	15.00	f R U R2 U' R' U R2 U' R' f'	12.00	**3.00**
OLL-38	L	W	1/54	U' Cham		U Cham		15.00	15.00	(R U R' U) (R U' R' U') (R' F R F')	12.00	**3.00**
OLL-55	Bar	I	1/108		Pi		Pi	17.50	17.50	R U2 R2 U' R U' R' U2 F R F'	12.50	**2.50**
OLL-36	L	W	1/54	U2 Asune		Asune		15.00	14.25	R' U' R U' R' U R U R B' R' B	12.00	**2.25**
OLL-56	Bar	I	1/108	Cham		Cham		14.00	14.00	F (R U R' U') R F' (r U R' U') r'	12.00	**1.00**
OLL-41	L	Awkward	1/54	U Sune		U' Sune		14.50	14.50	R U' R' U2 R U y R U' R' y' U' R'	15.50	**-1.00**

Move savings per U pattern group

U pattern group	#Algs	Avg savg	Group1	Group2	Group3
Stealth	1	10.00	1		
Squares	2	8.50	1		
Dots (1/54)	6	8.13	1		
T shapes	2	7.50	1		
Small lightning bolts	4	7.31	1		
P shapes	3	6.67		1	
Kites	2	6.00		1	
C shapes	2	5.88		1	
L shapes	6	5.58		1	
Knight moves	4	5.56		1	
Fishes (excluding kites)	2	5.38			1
Big lightning bolts	2	5.25			1
H	1	4.25			1
I shapes	4	4.13			1
Dots (rare)	2	3.81			1
Awkward	4	3.44			1
W shapes	2	2.63			1
Total algs:	49		15	17	17
Total saving:		288.1	120.0	99.5	68.6
Percent of total:			41.65%	34.53%	23.82%
Saving per case:			8.00	5.85	4.04

2-look OLL algs

These are the algs used for 2-look OLL for the analysis here. If you use different algs then the move counts, savings and AUFs here may not be accurate for you.

Eo bar	F (R U R' U') F'	6.00
Eo L	F (U R U' R') F' *or* f (R U R' U') f'	6.00
Dsune	R U R' U R U' R' U R U2 R'	11.50
Pi	R U2 R2' U' R2 U' R2' U2 R	11.50
Lights	R2 D R' U2 R D' R' U2 R'	10.50
Cham	r U R' U' r' F R F'	8.00
Bowtie	F' r U R' U' r' F R	8.00
Asune	R' U' R U' R' U2 R	7.50
Sune	R U R' U R U2 R'	7.50

This sheet analyses the move count differences between 2-look and 1-look OLL, per case and per U pattern group. This provides a logical learning order for 1-look OLL algs, and also suggests that some of the cases are not worth learning over 2-look. The metric used is QTM with double-turns counted as 1.5 and rotations counted as 2 moves. This shows better proportionality to execution time, although some algs with the same count are still faster than others.