

Algorithm Finder

Microsoft Excel VBA Version

Algorithm Finder is a computer program written in Microsoft Excel VBA that can be used for finding short algorithms of NxNxN cubes. The program can also be used for designing pretty patterns or solving some parts of a cube. The program computes *all* occurrences of a series of algorithm templates, using a [brute-force search](#). All core subroutines are NxNxN scalable ie. they can be re-used to build other Algorithm Finders for higher (or lower) order cubes. Algorithm Finders for 3x3x3, 4x4x4, 5x5x5, 6x6x6, 7x7x7, 8x8x8, 9x9x9, 10x10x10, 11x11x11, 15x15x15 and even higher order cubes can be downloaded by clicking links below:

Cube Order	Download AlgorithmFinder – Microsoft Excel 2007
3	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder3.xlsm
4	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder4.xlsm
5	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder5.xlsm
6	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder6.xlsm
7	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder7.xlsm
8	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder8.xlsm
9	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder9.xlsm
10	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder10.xlsm
11	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder11.xlsm
15	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder15.xlsm
27	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder27.xlsm
30	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder30.xlsm
31	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder31.xlsm
33	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder33.xlsm
55	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder55.xlsm
66	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder66.xlsm
81	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder81.xlsm
126	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder126.xlsm

Notes

Type **Ctrl + Shift + S** to start the program and **Ctrl + Break** to stop it if execution time is too long.
Do **not** use *long* templates, but use *short* templates instead.

Download Related Documents

3	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder3.pdf
4	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder4.pdf
5	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder5.pdf
6	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder6.pdf
7	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder7.pdf
15	http://www.mementoslangues.fr/CubeDesign/AlgorithmFinder/AlgorithmFinder15.pdf

Download Related Textures (for CubeTwister)

3	http://www.mementoslangues.fr/CubeDesign/CubeImages/NumberedCubeTexture3x.png
4	http://www.mementoslangues.fr/CubeDesign/CubeImages/NumberedCubeTexture4x.png
5	http://www.mementoslangues.fr/CubeDesign/CubeImages/NumberedCubeTexture5x.png
6	http://www.mementoslangues.fr/CubeDesign/CubeImages/NumberedCubeTexture6x.png
7	http://www.mementoslangues.fr/CubeDesign/CubeImages/NumberedCubeTexture7x.png

E-mail: For any question or comment, please contact: [ml \(at\) mementoslangues.com](mailto:ml@mementoslangues.com)

Example: Edge 3-cycle

Execution Time (Minutes:Seconds)

3x3x3	7x7x7	11x11x11	15x15x15
0:19	1:01	1:38	2:28

Template: (X2 Y) [(Z P Z'), MQ] (X2 Y)' – 5 Variables