

Additional Facts

Formulas

$$A_{\zeta} = (Performance\ A_{\mu} - A_{\mu}) / (max(l) - min(l))$$

$$B_{\zeta} = (Performance\ B_{\mu} - B_{\mu}) / (max(l) - min(l))$$

$$\beta = (max(l) - min(l)) / (length(l) - 1)$$

Example: $l = [1, 300, 600, 900, 1200, 1500, 1800, 2100, 2400, 2700, 2999]$

only if ratings had a stop for a designated leaderboard fixed.

$$\mu' = min(max(l), max(min(l), \mu + f(s - p) + f_{\zeta}))$$

References

'Performance' μ : Performance, Play Rating, gets provided only during a game.

l : List of major ratings.