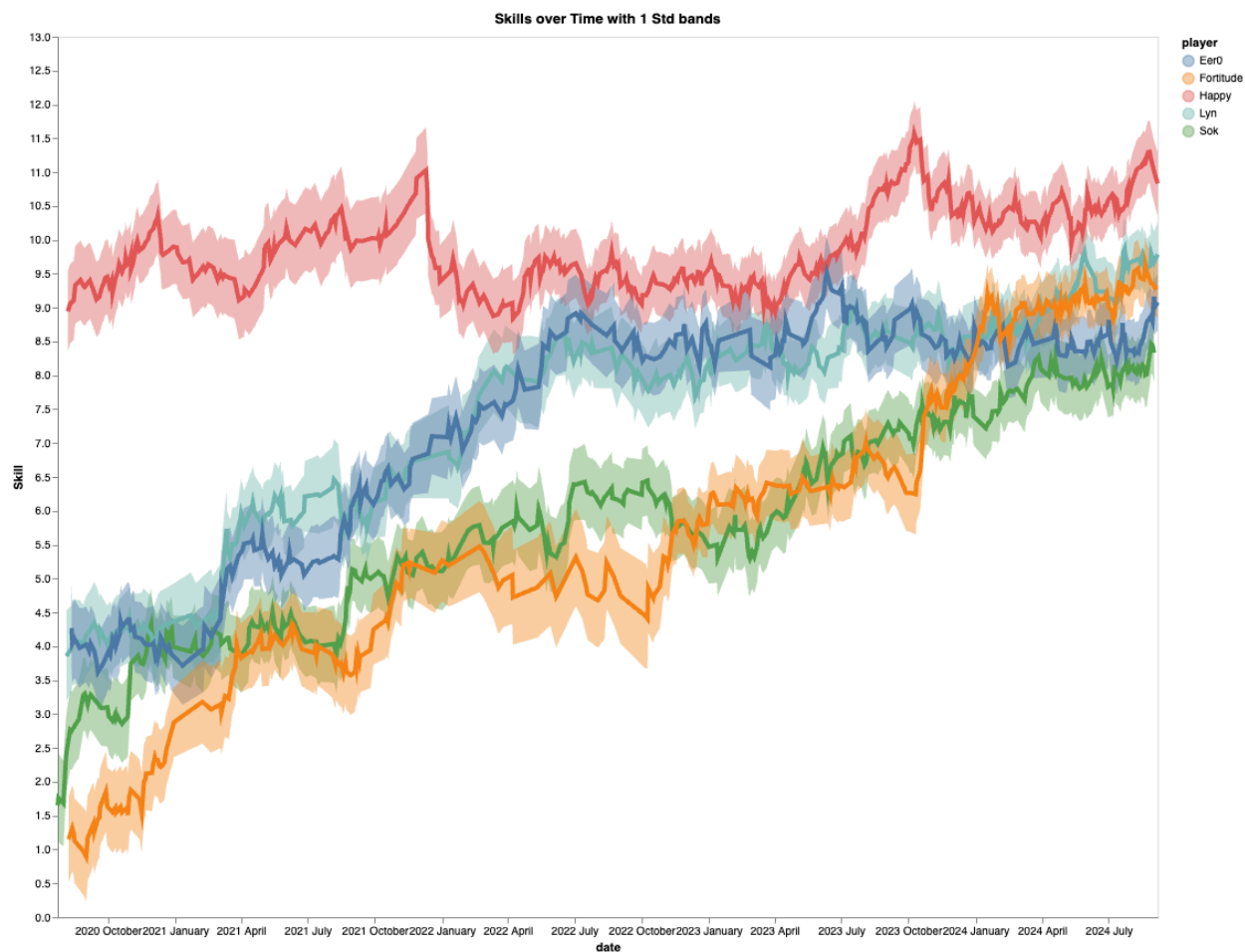
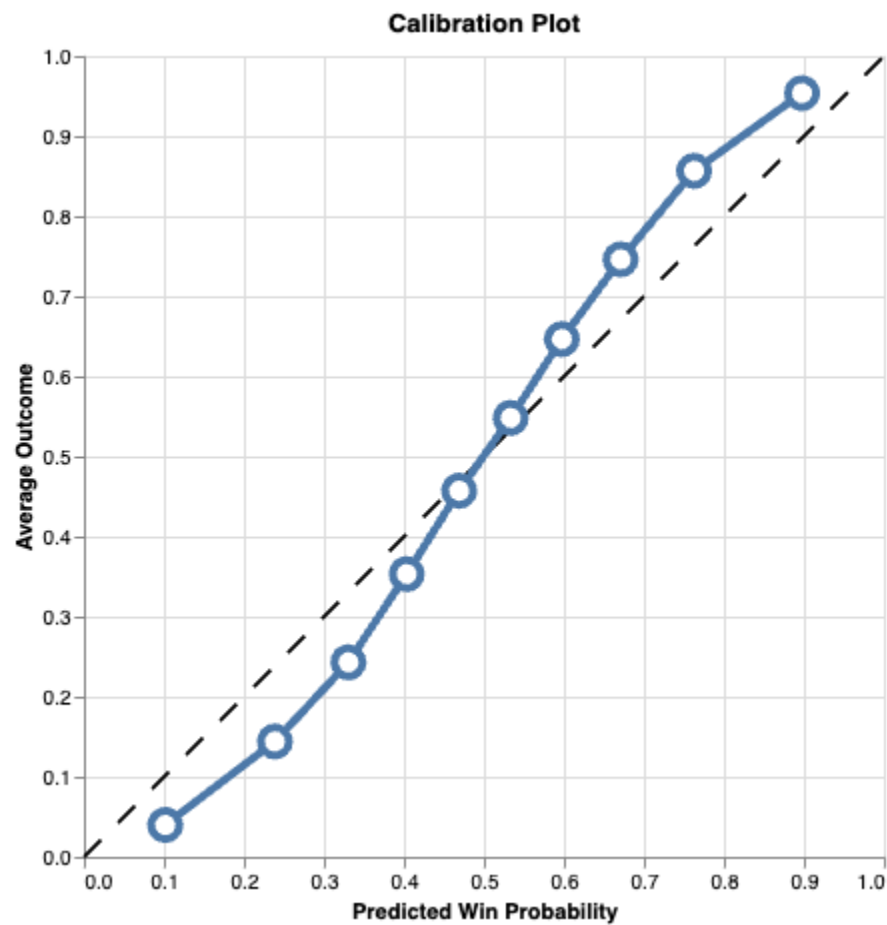


Apply TrueSkillThroughTime algo on 85777 games:

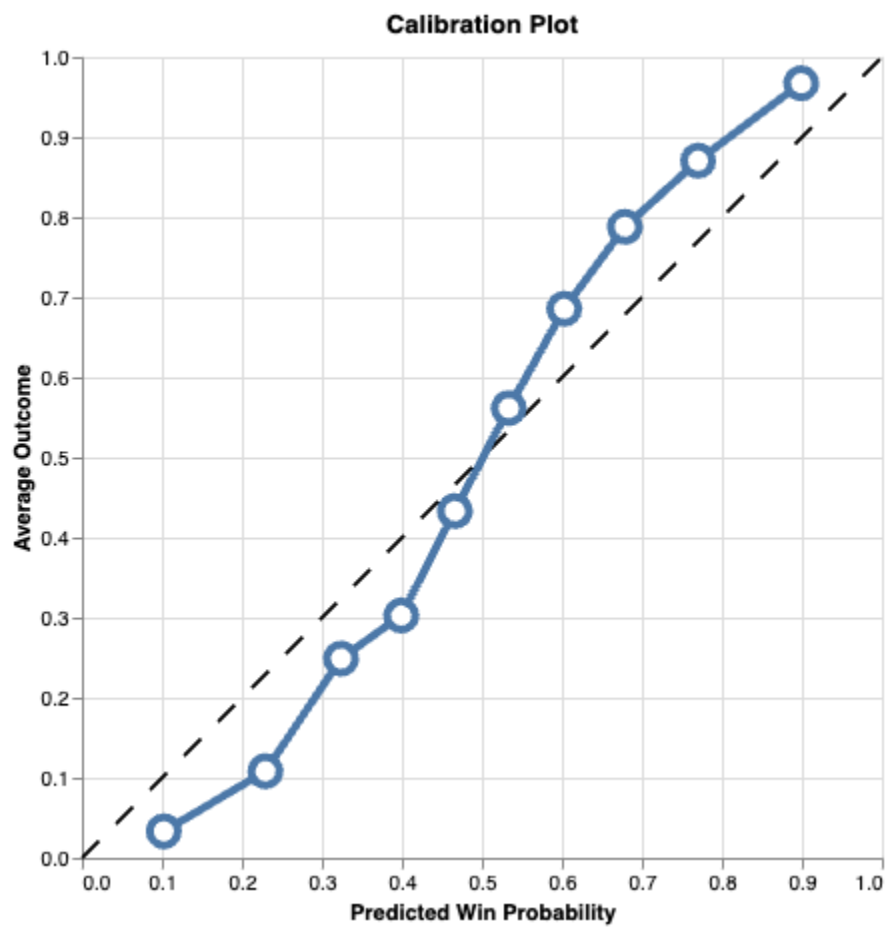


Calibration plot on 85777 games:



Further to-dos: A train test split on Warcraft 3 dataset

Calibration plot on 18370 games:



The plot is wider than the algo trained on 85777 game as above, however it's still closer to the horizontal line than the one from boxing games.

Then, we check the average games that a player has played.

For Warcraft 3 18370-game dataset, a player has played on average 38.83 games, compared to a boxer who has played about 3.2 games on average.

```
total_matches_df = games.winner.value_counts().add(games.loser.value_counts(), fill_value=0).sort_values()
✓ 0.0s

total_matches_df.describe()
✓ 0.0s
```

count	946.000000
mean	38.837209
std	110.627957
min	1.000000
25%	3.000000
50%	9.000000
75%	27.000000
max	1272.000000

Name: count, dtype: float64

Even after we focus on boxers who have played over 40 matches, we still have to include many boxers who have played few because they are the opponents of those frequently played boxers.

(see plots in page 5 on trueskill_boxers.pdf)