

This heatmap, titled "No usable ace-300000 iterations", displays the probability of a player hitting or standing based on their sum and the dealer's showing card. The x-axis represents the "Player Sum" (ranging from 12 to 21), and the y-axis represents the "Dealer Showing" card (ranging from 1 to 10). The color intensity indicates the probability, with a color bar on the right ranging from 0.0 (dark) to 1.0 (light).

The plot shows that for most player sums (12-20) and dealer showing cards (2-10), the probability of hitting is very low (dark). However, there are notable exceptions where the probability is high (light):

- For a Player Sum of 12, the probability of hitting is high (around 0.8) for Dealer Showing cards 1 and 2.
- For a Player Sum of 16, the probability of hitting is high (around 0.8) for Dealer Showing cards 1 and 2.
- For a Player Sum of 20, the probability of hitting is high (around 0.8) for Dealer Showing cards 1 and 2.
- For a Player Sum of 21, the probability of hitting is high (around 0.8) for Dealer Showing cards 1 and 2.

