

This heatmap, titled "No usable ace-300000 iterations", displays the probability of a player winning based on the dealer's upcard (y-axis, 1 to 10) and the player's sum (x-axis, 12 to 21). The color scale on the right ranges from 0.0 (dark) to 1.0 (light). The plot shows that for most dealer upcards, the probability of winning is low (dark) for player sums between 12 and 17, and increases (lighter) for player sums of 18 or higher. Notable exceptions include a high probability of winning (light yellow) for a dealer showing 10 with a player sum of 20, and a high probability for a dealer showing 5 with a player sum of 14.

