

(Multi-Player) Shouji Rating System V4

Formulas Example: 3 players.

$$A\mu = 1500$$

$$B\mu = 1500$$

$$C\mu = 1500$$

$$A\varphi = 0.64$$

$$B\varphi = 0.64$$

$$C\varphi = 0.64$$

$$A\sigma = 0$$

$$B\sigma = 0$$

$$C\sigma = 0$$

$$\beta = 400$$

$$\alpha = 0.5$$

$$\rho = 0.5$$

$$\mathbb{C} = \text{mean}(A\varphi, B\varphi, C\varphi, AT, BT, CT) * \beta$$

$$AJ = A\mu ** \text{mean}(A\varphi, AT)$$

$$BJ = B\mu ** \text{mean}(B\varphi, BT)$$

$$CJ = C\mu ** \text{mean}(C\varphi, CT)$$

$$AT = A\mu / (A\mu * A\varphi + A\mu)$$

$$BT = B\mu / (B\mu * B\varphi + B\mu)$$

$$CT = C\mu / (C\mu * C\varphi + C\mu)$$

$$A^\circ = (2/\text{Total Players Playing}) / (1 + \exp((\text{mean}(Every \mu except your \mu) - A\mu) / \mathbb{C}))$$

$$B^\circ = (2/\text{Total Players Playing}) / (1 + \exp((\text{mean}(Every \mu except your \mu) - B\mu) / \mathbb{C}))$$

$$C^\circ = (2/\text{Total Players Playing}) / (1 + \exp((\text{mean}(Every \mu except your \mu) - C\mu) / \mathbb{C}))$$

A \emptyset , 1 = Win, 0 = Loss.

B \emptyset , 1 = Win, 0 = Loss.

C \emptyset , 1 = Win, 0 = Loss.

$$A\mu' = A\mu + AJ ** \alpha * (A\emptyset - A^\circ) + AJ ** \alpha * A\sigma$$

$$B\mu' = B\mu + BJ ** \alpha * (B\emptyset - B^\circ) + BJ ** \alpha * B\sigma$$

$$C\mu' = C\mu + CJ ** \alpha * (C\emptyset - C^\circ) + CJ ** \alpha * C\sigma$$

$$A\varphi' = (A\varphi * \rho) ** (1 - |A\sigma|)$$

$$B\varphi' = (B\varphi * \rho) ** (1 - |B\sigma|)$$

$$C\varphi' = (C\varphi * \rho) ** (1 - |C\sigma|)$$