Additional V3, V3.1, V3.2, V3.3, & V3.4 Facts

Formulas

$$\textbf{A}\sigma = (Performance\ A\mu - A\mu)/max(l)$$
$$\textbf{B}\sigma = (Performance\ B\mu - B\mu)/max(l)$$
$$\beta = mad(l)$$

Example: l $= [1, 300, 600, 900, 1200, 1500, 1800, 2100, 2400, 2700, 2999]$
only if ratings had a stop for a designated leaderboard fixed.

V3.4 μ' $= min(max(l), max(min(l), \mu + \int {}^{**}\ \varphi * (\emptyset - °) + \int {}^{**}\ \varphi * \sigma))$
V3.3 μ' $= min(max(l), max(min(l), \mu + \int {}^{**}\ \alpha * (\emptyset - °) + \int {}^{**}\ \alpha * \sigma))$
V3.1, V3.2 μ' $= min(max(l), max(min(l), \mu + \int {}^{*}\ (\emptyset - °) + \int {}^{*}\ \sigma))$
V3 μ' $= min(max(l), max(min(l), \mu + \int {}^{*}\ (\emptyset - °)))$

References

'Performance' μ: Performance, Play Rating, gets provided only during a game.
l: List of major ratings.