

# Additional V3, V3.1, V3.2, V3.3 Facts

## Formulas

$$A\sigma = (Performance A\mu - A\mu)/max(l)$$

$$B\sigma = (Performance B\mu - B\mu)/max(l)$$

$$\beta = mad(l)$$

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

$$V3.3 \mu' = min(max(l), max(min(l), \mu + \int^{**} \alpha * (\emptyset - \circ) + \int^{**} \alpha * \sigma))$$

$$V3.1, V3.2 \mu' = min(max(l), max(min(l), \mu + \int^* (\emptyset - \circ) + \int^* \sigma))$$

$$V3 \mu' = min(max(l), max(min(l), \mu + \int^* (\emptyset - \circ)))$$

## References

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