

(Multi-Player) Shouji Rating System V4

Formulas Example: 3 players.

$$A_{\mu} 1500$$

$$B_{\mu} 1500$$

$$C_{\mu} 1500$$

$$A_{\phi} 0.64$$

$$B_{\phi} 0.64$$

$$C_{\phi} 0.64$$

$$A_{\sigma} 0$$

$$B_{\sigma} 0$$

$$C_{\sigma} 0$$

$$\beta 400$$

$$\alpha 0.5$$

$$\rho 0.5$$

$$C = \text{mean}(A_{\phi}, B_{\phi}, C_{\phi}, A_{\tau}, B_{\tau}, C_{\tau}) * \beta$$

$$A_{\tau} = A_{\mu} ** \text{mean}(A_{\phi}, A_{\tau})$$

$$B_{\tau} = B_{\mu} ** \text{mean}(B_{\phi}, B_{\tau})$$

$$C_{\tau} = C_{\mu} ** \text{mean}(C_{\phi}, C_{\tau})$$

$$A_{\tau} = A_{\mu} / (A_{\mu} * A_{\phi} + A_{\mu})$$

$$B_{\tau} = B_{\mu} / (B_{\mu} * B_{\phi} + B_{\mu})$$

$$C_{\tau} = C_{\mu} / (C_{\mu} * C_{\phi} + C_{\mu})$$

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

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

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

$$A_{\emptyset}, 1 = \text{Win}, 0 = \text{Loss.}$$

$$B_{\emptyset}, 1 = \text{Win}, 0 = \text{Loss.}$$

$$C_{\emptyset}, 1 = \text{Win}, 0 = \text{Loss.}$$

$$A_{\mu}' = A_{\mu} + A_{\tau} ** \alpha * (A_{\emptyset} - A^{\circ}) + A_{\tau} ** \alpha * A_{\sigma}$$

$$B_{\mu}' = B_{\mu} + B_{\tau} ** \alpha * (B_{\emptyset} - B^{\circ}) + B_{\tau} ** \alpha * B_{\sigma}$$

$$C_{\mu}' = C_{\mu} + C_{\tau} ** \alpha * (C_{\emptyset} - C^{\circ}) + C_{\tau} ** \alpha * C_{\sigma}$$

$$A_{\phi}' = (A_{\phi} * \rho) ** (1 - |A_{\sigma}|)$$

$$B_{\phi}' = (B_{\phi} * \rho) ** (1 - |B_{\sigma}|)$$

$$C_{\phi}' = (C_{\phi} * \rho) ** (1 - |C_{\sigma}|)$$