

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' μ : Performance, Play Rating, gets provided only during a game.

l : List of major ratings.