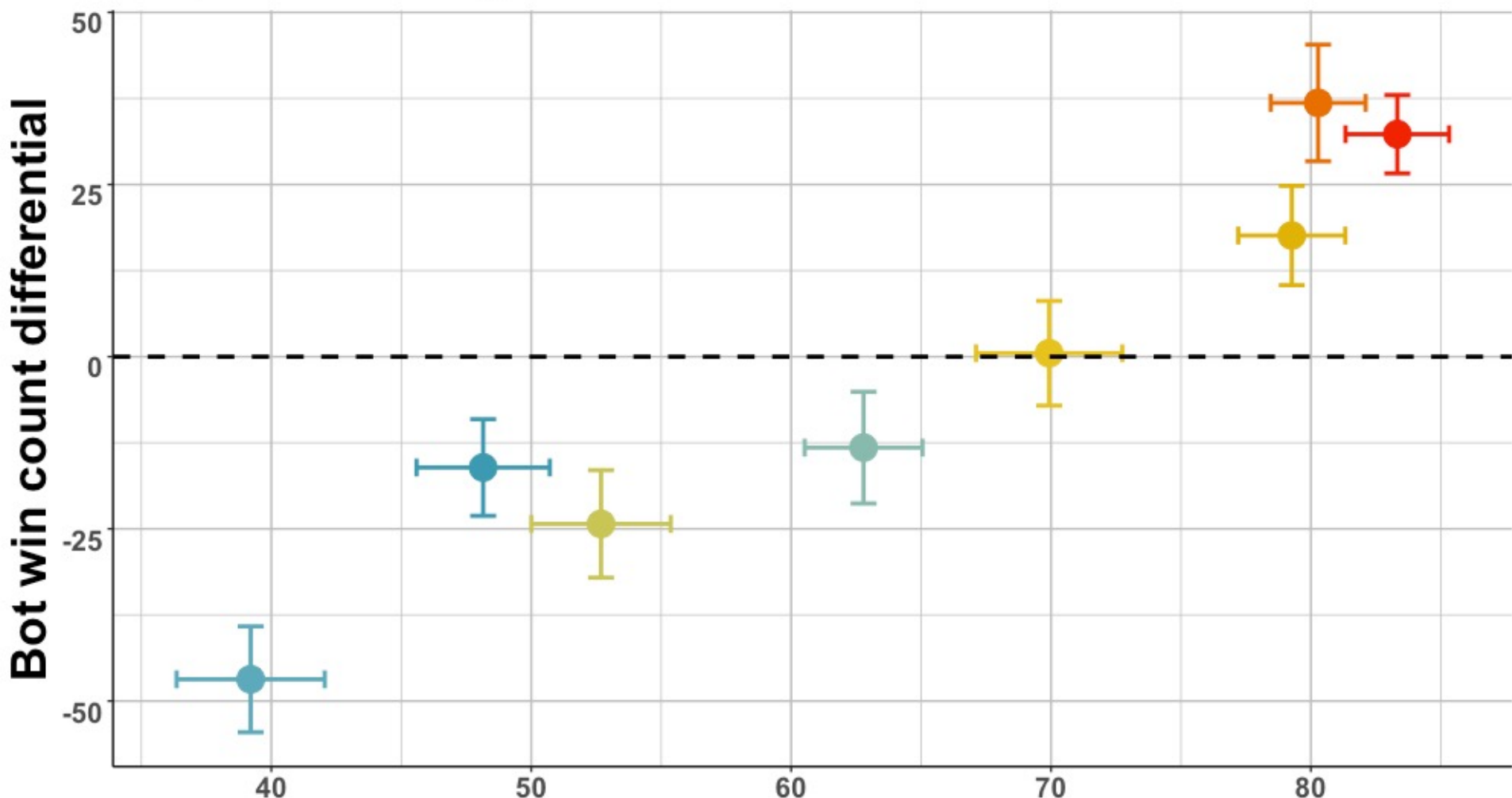


Exploitability in bots v. other humans



Human dyad expected win count differential

Reported in Brockbank & Vul (2020)

- Transition baserate (+/-/0)
- Opponent transition baserate (+/-/0)
- Transition given player's prior choice
- Transition given opponent's prior choice
- Transition given prior outcome (W/L/T)
- Choice given player's prior choice & opponent's prior choice
- Choice given player's prior two choices
- Transition given prior transition & prior outcome