# Exploitability in bots v. other humans

**Observed win count differential (bots)** (y-axis)

**Expected win count differential (human dyads)** (x-axis)

*Reported in Brockbank* & *Vul* (2020)

Legend:
- 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