Skill estimation of the top 50 PGU Smash Ultimate Professionals using Stan, a simple continuous variable model

We'll use "stan" to define the model; this will compile an inference engine which can then perform Monte Carlo (and some other) approximate inference procedures to give estimates.

We'll describe the (prior) distribution of skill levels as Gaussian, and then model the probability of Player A winning over Player B as a logistic function of the two players' skill differences, with a scaling coefficient (which we can set or try to learn):

Parse data from SQLite database: https://github.com/smashdata/ThePlayerDatabase

player_ids and player_id_to_placement

```
In [5]:
         playerid to placement = dict()
         placement_to_playerid = dict()
         request = cur.execute("select by id from ranking seasons limit 1;")
         playerid_to_placement_str = ast.literal_eval(request.fetchall()[0][0])
         inconsistent_data_playerid = {6905,270293,160103,24835,58557}
         for pl_id,place in playerid_to_placement_str.items() :
             if int(pl id) not in inconsistent data playerid :
                 playerid_to_placement[int(pl_id)] = place - change
                 placement to playerid[place - change] = int(pl id)
             else :
                 # hard coded due to inconsistencies in data
                 if place != 51:
                     change += 1
         playerids = {player_id for player_id in playerid_to_placement}
         n = len(playerids)
         all_player_id_str = ' or '.join(f'player_id = {p_id}' for p_id in playerids)
```

adjust player_ids to correlate to 1-n

```
In [6]:
    playerid_to_adjustedid = dict()
    adjustedid_to_playerid = dict()

for i,player_id in enumerate(playerids):
        playerid_to_adjustedid[player_id] = i + 1
        adjustedid_to_playerid[i + 1] = player_id
```

player_id_to_name

```
In [7]: playerid_to_name = dict()
    name_to_playerid = dict()

request = cur.execute(f"select player_id, tag from players where {all_player_ic players = request.fetchall()}
for player_id, tag in players:
    playerid_to_name[int(player_id)] = tag
    name_to_playerid[tag] = int(player_id)
```

matches: every match played between any 2 players from the top 50 players

```
In [8]:
    all_p1_ids_str = ' or '.join(f'p1_id = {p_id}' for p_id in playerids)
    all_p2_ids_str = ' or '.join(f'p2_id = {p_id}' for p_id in playerids)

request = cur.execute(f'select p1_id, p2_id,winner_id from sets where ({all_p1 matches = request.fetchall() matches = [ (int(p1), int(p2), int(win)) for p1,p2,win in matches]
    print(f'Total number of matches: {len(matches)}')
```

Total number of matches: 2976

StanModel Template

```
In [9]:
         skill_model = """
         data {
          int<lower=1> N;
                                    # Total number of players
          int<lower=1> E;
                                     # number of games
                                # scale value for probability computation
          real<lower=0> scale;
          int<lower=0,upper=1> win[E]; # PA wins vs PB
                                      # player info between each game
          int PA[E]:
          int PB[E]:
        parameters {
          vector[N] skill; # skill values for each player
        model{
          for (i in 1:N){ skill[i]~normal(0,3); }
          for (i in 1:E){
            win[i] ~ bernoulli_logit( (scale)*(skill[PA[i]]-skill[PB[i]]) );
              # win probability is a logit function of skill difference
         .....
```

Compile model

```
import pickle
try:
    sm = pickle.load(open('skill_model.pkl', 'rb'))
except:
    sm = pystan.StanModel(model_code = skill_model)
    with open('skill_model.pkl', 'wb') as f: pickle.dump(sm, f)
```

Evaluate matches and set win, pA, pB lists

```
win = [1*(w == p1) for p1,_,w in matches]
pA = [playerid_to_adjustedid[p1] for p1,_,_ in matches]
pB = [playerid_to_adjustedid[p2] for _,p2,_ in matches]
```

Perform MCMC on model and take the empirical average over the samples to get the mean estimate for every player's skill level

```
'PB': pB
}

fit = sm.sampling(data=skill_data, iter=10000, chains=4)
samples = fit.extract()

skill_level = [(adjustedid_to_playerid[i+1], skill) for i,skill in enumera
skill_level.sort(key = lambda x : -x[1])

skill_levels.append(skill_level)
```

Gradient evaluation took 0.000775 seconds 1000 transitions using 10 leapfrog steps per transition would take 7.75 second s.

Adjust your expectations accordingly!

Gradient evaluation took 0.000907 seconds 1000 transitions using 10 leapfrog steps per transition would take 9.07 second s.

Adjust your expectations accordingly!

Gradient evaluation took 0.001082 seconds 1000 transitions using 10 leapfrog steps per transition would take 10.82 seconds.

Adjust your expectations accordingly!

Gradient evaluation took 0.001003 seconds 1000 transitions using 10 leapfrog steps per transition would take 10.03 seconds.

Adjust your expectations accordingly!

```
(Warmup)
Iteration:
              1 / 10000 [
                           0%]
              1 / 10000 [
                                (Warmup)
Iteration:
                           0%]
Iteration:
              1 / 10000 [
                           0%]
                                (Warmup)
Iteration:
              1 / 10000 [
                           0%]
                                (Warmup)
Iteration: 1000 / 10000 [ 10%]
                                (Warmup)
Iteration: 2000 / 10000 [ 20%]
                                (Warmup)
Iteration: 3000 / 10000 [ 30%]
                                (Warmup)
Iteration: 4000 / 10000 [ 40%]
                                (Warmup)
Iteration: 5000 / 10000 [ 50%]
                                (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                (Sampling)
Iteration: 6000 / 10000 [ 60%]
                                (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                (Sampling)
```

```
Iteration: 7000 / 10000 [ 70%]
                                (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                (Sampling)
                                (Sampling)
Iteration: 9000 / 10000 [ 90%]
Iteration: 10000 / 10000 [100%]
                                (Sampling)
Elapsed Time: 31.8279 seconds (Warm-up)
               17.1893 seconds (Sampling)
               49.0172 seconds (Total)
Iteration: 10000 / 10000 [100%] (Sampling)
Elapsed Time: 34.3123 seconds (Warm-up)
               16.6417 seconds (Sampling)
               50.954 seconds (Total)
Iteration: 10000 / 10000 [100%] (Sampling)
Elapsed Time: 33.3824 seconds (Warm-up)
               17.7854 seconds (Sampling)
               51.1678 seconds (Total)
Iteration: 10000 / 10000 [100%] (Sampling)
Elapsed Time: 34.601 seconds (Warm-up)
               16.7082 seconds (Sampling)
               51.3091 seconds (Total)
Gradient evaluation took 0.000858 seconds
1000 transitions using 10 leapfrog steps per transition would take 8.58 second
Adjust your expectations accordingly!
Gradient evaluation took 0.001078 seconds
1000 transitions using 10 leapfrog steps per transition would take 10.78 secon
Adjust your expectations accordingly!
Gradient evaluation took 0.000918 seconds
1000 transitions using 10 leapfrog steps per transition would take 9.18 second
Adjust your expectations accordingly!
```

Gradient evaluation took 0.000978 seconds 1000 transitions using 10 leapfrog steps per transition would take 9.78 second s.

Adjust your expectations accordingly!

```
0%]
                                 (Warmup)
Iteration:
              1 / 10000 [
Iteration:
              1 / 10000 [
                            0%]
                                 (Warmup)
Iteration:
              1 / 10000
                            0%]
                                 (Warmup)
Iteration:
              1 / 10000 [
                            0%]
                                 (Warmup)
Iteration: 1000 / 10000 [ 10%]
                                 (Warmup)
Iteration: 2000 / 10000 [ 20%]
                                 (Warmup)
Iteration: 3000 / 10000 [ 30%]
                                 (Warmup)
Iteration: 4000 / 10000 [ 40%]
                                 (Warmup)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 6000 / 10000 [ 60%]
                                 (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 10000 / 10000 [100%]
                                  (Sampling)
 Elapsed Time: 27.7927 seconds (Warm-up)
               17.2116 seconds (Sampling)
               45.0043 seconds (Total)
Iteration: 10000 / 10000 [100%]
                                  (Sampling)
 Elapsed Time: 27.6679 seconds (Warm-up)
               18.2089 seconds (Sampling)
               45.8769 seconds (Total)
Iteration: 10000 / 10000 [100%]
                                  (Sampling)
```

```
Elapsed Time: 29.0292 seconds (Warm-up)
               17.5669 seconds (Sampling)
               46.596 seconds (Total)
Iteration: 10000 / 10000 [100%] (Sampling)
 Elapsed Time: 29.7424 seconds (Warm-up)
               17.233 seconds (Sampling)
               46.9755 seconds (Total)
Gradient evaluation took 0.00098 seconds
1000 transitions using 10 leapfrog steps per transition would take 9.8 second
Adjust your expectations accordingly!
Gradient evaluation took 0.000721 seconds
1000 transitions using 10 leapfrog steps per transition would take 7.21 second
Adjust your expectations accordingly!
Gradient evaluation took 0.000789 seconds
1000 transitions using 10 leapfrog steps per transition would take 7.89 second
Adjust your expectations accordingly!
Gradient evaluation took 0.001034 seconds
1000 transitions using 10 leapfrog steps per transition would take 10.34 secon
Adjust your expectations accordingly!
              1 / 10000 [
                                (Warmup)
Iteration:
                           0%]
Iteration:
              1 / 10000 [
                           0%]
                                (Warmup)
Iteration:
Iteration:
              1 / 10000 [
                           0%]
                                (Warmup)
                                (Warmup)
              1 / 10000 [ 0%]
Iteration: 1000 / 10000 [ 10%]
                                (Warmup)
Iteration: 1000 / 10000 [ 10%]
                                (Warmup)
Iteration: 1000 / 10000 [ 10%]
                                (Warmup)
                                (Warmup)
Iteration: 1000 / 10000 [ 10%]
Iteration: 2000 / 10000 [ 20%]
                                (Warmup)
Iteration: 3000 / 10000 [ 30%]
                                (Warmup)
Iteration: 4000 / 10000 [ 40%]
                                (Warmup)
Iteration: 4000 / 10000 [ 40%]
                                (Warmup)
Iteration: 4000 / 10000 [ 40%]
                                (Warmup)
```

(Warmup)

(Warmup)

Iteration: 4000 / 10000 [40%]

Iteration: 5000 / 10000 [50%]

```
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
                                (Warmup)
Iteration: 5000 / 10000 [ 50%]
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 6000 / 10000 [ 60%]
                                (Sampling)
Iteration: 6000 / 10000 [ 60%]
                                 (Sampling)
Iteration: 6000 / 10000 [ 60%]
                                 (Sampling)
                                 (Sampling)
Iteration: 6000 / 10000 [ 60%]
Iteration: 7000 / 10000 [ 70%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                (Sampling)
Iteration: 10000 / 10000 [100%]
                                 (Sampling)
Elapsed Time: 25.9709 seconds (Warm-up)
               17.1792 seconds (Sampling)
               43.1501 seconds (Total)
Iteration: 10000 / 10000 [100%] (Sampling)
Elapsed Time: 26.9088 seconds (Warm-up)
               16.9476 seconds (Sampling)
               43.8564 seconds (Total)
Iteration: 10000 / 10000 [100%] (Sampling)
 Elapsed Time: 27.2117 seconds (Warm-up)
               17.8223 seconds (Sampling)
               45.0339 seconds (Total)
Iteration: 10000 / 10000 [100%] (Sampling)
 Elapsed Time: 28.5106 seconds (Warm-up)
               17.0358 seconds (Sampling)
               45.5464 seconds (Total)
Gradient evaluation took 0.001303 seconds
1000 transitions using 10 leapfrog steps per transition would take 13.03 secon
Adjust your expectations accordingly!
Gradient evaluation took 0.001191 seconds
1000 transitions using 10 leapfrog steps per transition would take 11.91 secon
ds.
```

Adjust your expectations accordingly!

Gradient evaluation took 0.001162 seconds 1000 transitions using 10 leapfrog steps per transition would take 11.62 seconds.

Adjust your expectations accordingly!

Gradient evaluation took 0.001369 seconds 1000 transitions using 10 leapfrog steps per transition would take 13.69 seconds.

Adjust your expectations accordingly!

```
0%]
                                 (Warmup)
Iteration:
              1 / 10000 [
Iteration:
              1 / 10000 [
                            0%]
                                 (Warmup)
Iteration:
              1 / 10000 [
                            0%]
                                 (Warmup)
              1 / 10000 [
                            0%]
                                 (Warmup)
Iteration:
Iteration: 1000 / 10000 [ 10%]
                                 (Warmup)
Iteration: 2000 / 10000 [ 20%]
                                 (Warmup)
Iteration: 3000 / 10000 [ 30%]
                                 (Warmup)
Iteration: 4000 / 10000 [ 40%]
                                 (Warmup)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
                                 (Sampling)
Iteration: 5001 / 10000 [ 50%]
Iteration: 6000 / 10000 [ 60%]
                                 (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                 (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                 (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 10000 / 10000 [100%]
                                  (Sampling)
```

Elapsed Time: 26.3109 seconds (Warm-up)

11/2/23.5:57 PM stan skill

```
18.6294 seconds (Sampling)
               44.9403 seconds (Total)
Iteration: 10000 / 10000 [100%] (Sampling)
 Elapsed Time: 26.1861 seconds (Warm-up)
               18.8925 seconds (Sampling)
               45.0785 seconds (Total)
Iteration: 10000 / 10000 [100%] (Sampling)
 Elapsed Time: 25.4391 seconds (Warm-up)
               20.5429 seconds (Sampling)
               45.982 seconds (Total)
Iteration: 8000 / 10000 [ 80%] (Sampling)
Iteration: 9000 / 10000 [ 90%] (Sampling)
Iteration: 10000 / 10000 [100%] (Sampling)
 Elapsed Time: 25.9069 seconds (Warm-up)
               32.0121 seconds (Sampling)
               57.919 seconds (Total)
Gradient evaluation took 0.000765 seconds
1000 transitions using 10 leapfrog steps per transition would take 7.65 second
Adjust your expectations accordingly!
Gradient evaluation took 0.000754 seconds
1000 transitions using 10 leapfrog steps per transition would take 7.54 second
Adjust your expectations accordingly!
Gradient evaluation took 0.000722 seconds
1000 transitions using 10 leapfrog steps per transition would take 7.22 second
Adjust your expectations accordingly!
Gradient evaluation took 0.000722 seconds
1000 transitions using 10 leapfrog steps per transition would take 7.22 second
Adjust your expectations accordingly!
Iteration:
              1 / 10000 [ 0%]
                                (Warmup)
                                (Warmup)
Iteration:
              1 / 10000 [
                           0%]
Iteration:
              1 / 10000 [
                                (Warmup)
                          0%]
              1 / 10000 [ 0%]
Iteration:
                                (Warmup)
Iteration: 1000 / 10000 [ 10%]
                                (Warmup)
```

(Warmup)

Iteration: 2000 / 10000 [20%]

```
Iteration: 2000 / 10000 [ 20%]
                                 (Warmup)
Iteration: 2000 / 10000 [ 20%]
                                 (Warmup)
Iteration: 2000 / 10000 [ 20%]
                                 (Warmup)
Iteration: 3000 / 10000 [ 30%]
                                 (Warmup)
Iteration: 4000 / 10000 [ 40%]
                                 (Warmup)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 6000 / 10000 [ 60%]
                                 (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 10000 / 10000 [100%]
                                  (Sampling)
 Elapsed Time: 25.1107 seconds (Warm-up)
               17.5761 seconds (Sampling)
               42.6868 seconds (Total)
Iteration: 10000 / 10000 [100%]
                                  (Sampling)
 Elapsed Time: 25.2722 seconds (Warm-up)
               17.4536 seconds (Sampling)
               42.7258 seconds (Total)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 10000 / 10000 [100%]
                                  (Sampling)
 Elapsed Time: 25.0348 seconds (Warm-up)
               18.8501 seconds (Sampling)
               43.8849 seconds (Total)
Iteration: 10000 / 10000 [100%]
                                  (Sampling)
 Elapsed Time: 26.7775 seconds (Warm-up)
               20.7999 seconds (Sampling)
               47.5774 seconds (Total)
```

Gradient evaluation took 0.000755 seconds 1000 transitions using 10 leapfrog steps per transition would take 7.55 second s.

Adjust your expectations accordingly!

Gradient evaluation took 0.000821 seconds 1000 transitions using 10 leapfrog steps per transition would take 8.21 second s.

Adjust your expectations accordingly!

Gradient evaluation took 0.000737 seconds 1000 transitions using 10 leapfrog steps per transition would take 7.37 second s.

Adjust your expectations accordingly!

Gradient evaluation took 0.000861 seconds 1000 transitions using 10 leapfrog steps per transition would take 8.61 second s.

Adjust your expectations accordingly!

```
(Warmup)
Iteration:
              1 / 10000 [
                           0%]
              1 / 10000 [
                                (Warmup)
Iteration:
                           0%]
Iteration:
              1 / 10000 [
                           0%]
                                (Warmup)
Iteration:
              1 / 10000 [
                           0%]
                                (Warmup)
Iteration: 1000 / 10000 [ 10%]
                                (Warmup)
Iteration: 2000 / 10000 [ 20%]
                                (Warmup)
Iteration: 3000 / 10000 [ 30%]
                                (Warmup)
Iteration: 4000 / 10000 [ 40%]
                                (Warmup)
Iteration: 5000 / 10000 [ 50%]
                                (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                (Sampling)
Iteration: 6000 / 10000 [ 60%]
                                (Sampling)
Iteration: 6000 / 10000 [ 60%]
                                (Sampling)
Iteration: 6000 / 10000 [ 60%]
                                (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                (Sampling)
Iteration: 6000 / 10000 [ 60%]
                                (Sampling)
```

```
Iteration: 8000 / 10000 [ 80%]
                                (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                (Sampling)
Iteration: 10000 / 10000 [100%]
                                 (Sampling)
Elapsed Time: 26.3455 seconds (Warm-up)
               18.1933 seconds (Sampling)
               44.5388 seconds (Total)
Iteration: 9000 / 10000 [ 90%]
                               (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                (Sampling)
Iteration: 10000 / 10000 [100%] (Sampling)
Elapsed Time: 26.5279 seconds (Warm-up)
               26.955 seconds (Sampling)
               53.483 seconds (Total)
Iteration: 10000 / 10000 [100%] (Sampling)
 Elapsed Time: 26.1434 seconds (Warm-up)
               29.5855 seconds (Sampling)
               55.7288 seconds (Total)
Iteration: 9000 / 10000 [ 90%] (Sampling)
Iteration: 10000 / 10000 [100%] (Sampling)
Elapsed Time: 26.705 seconds (Warm-up)
               36.1391 seconds (Sampling)
               62.8441 seconds (Total)
Gradient evaluation took 0.000747 seconds
1000 transitions using 10 leapfrog steps per transition would take 7.47 second
Adjust your expectations accordingly!
Gradient evaluation took 0.000733 seconds
1000 transitions using 10 leapfrog steps per transition would take 7.33 second
Adjust your expectations accordingly!
Gradient evaluation took 0.000734 seconds
1000 transitions using 10 leapfrog steps per transition would take 7.34 second
Adjust your expectations accordingly!
Gradient evaluation took 0.000734 seconds
```

1000 transitions using 10 leapfrog steps per transition would take 7.34 second s.

Adjust your expectations accordingly!

```
Iteration:
              1 / 10000 [
                            0%]
                                 (Warmup)
Iteration: 1000 / 10000 [ 10%]
                                 (Warmup)
Iteration: 2000 / 10000 [ 20%]
                                 (Warmup)
Iteration: 3000 / 10000 [ 30%]
                                 (Warmup)
Iteration: 4000 / 10000 [ 40%]
                                 (Warmup)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 6000 / 10000 [ 60%]
                                 (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                 (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 10000 / 10000 [100%]
                                  (Sampling)
Elapsed Time: 28.4305 seconds (Warm-up)
               20.9756 seconds (Sampling)
               49.4061 seconds (Total)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 10000 / 10000 [100%]
                                  (Sampling)
 Elapsed Time: 27.9645 seconds (Warm-up)
               27.0826 seconds (Sampling)
               55.047 seconds (Total)
Iteration: 10000 / 10000 [100%]
                                  (Sampling)
```

```
Elapsed Time: 29.4557 seconds (Warm-up)
               29.6565 seconds (Sampling)
               59.1123 seconds (Total)
Iteration: 9000 / 10000 [ 90%] (Sampling)
Iteration: 10000 / 10000 [100%] (Sampling)
 Elapsed Time: 27.6739 seconds (Warm-up)
               42.1461 seconds (Sampling)
               69.8201 seconds (Total)
Gradient evaluation took 0.000953 seconds
1000 transitions using 10 leapfrog steps per transition would take 9.53 second
Adjust your expectations accordingly!
Gradient evaluation took 0.000889 seconds
1000 transitions using 10 leapfrog steps per transition would take 8.89 second
Adjust your expectations accordingly!
Gradient evaluation took 0.000752 seconds
1000 transitions using 10 leapfrog steps per transition would take 7.52 second
Adjust your expectations accordingly!
Gradient evaluation took 0.0014 seconds
1000 transitions using 10 leapfrog steps per transition would take 14 seconds.
Adjust your expectations accordingly!
Iteration:
              1 / 10000 [ 0%]
                                (Warmup)
                                (Warmup)
Iteration:
              1 / 10000 [
                           0%]
Iteration:
              1 / 10000 [
                           0%]
                                (Warmup)
Iteration:
              1 / 10000 [ 0%]
                                (Warmup)
Iteration: 1000 / 10000 [ 10%]
                                (Warmup)
Iteration: 2000 / 10000 [ 20%]
                                (Warmup)
Iteration: 3000 / 10000 [ 30%]
                                (Warmup)
Iteration: 4000 / 10000 [ 40%]
                                (Warmup)
```

(Warmup)

(Sampling)

Iteration: 5000 / 10000 [50%]

Iteration: 5001 / 10000 [50%]

```
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 6000 / 10000 [ 60%]
                                 (Sampling)
Iteration: 6000 / 10000 [ 60%]
                                 (Sampling)
Iteration: 6000 / 10000 [ 60%]
                                (Sampling)
Iteration: 6000 / 10000 [ 60%]
                                 (Sampling)
                                 (Sampling)
Iteration: 7000 / 10000 [ 70%]
Iteration: 7000 / 10000 [ 70%]
                                (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 10000 / 10000 [100%]
                                  (Sampling)
 Elapsed Time: 31.5781 seconds (Warm-up)
               31.5897 seconds (Sampling)
               63.1678 seconds (Total)
Iteration: 8000 / 10000 [ 80%]
                                (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 10000 / 10000 [100%]
                                 (Sampling)
 Elapsed Time: 31.9472 seconds (Warm-up)
               35.175 seconds (Sampling)
               67.1222 seconds (Total)
Iteration: 9000 / 10000 [ 90%]
                                (Sampling)
Iteration: 10000 / 10000 [100%]
                                (Sampling)
 Elapsed Time: 31.6051 seconds (Warm-up)
               42.0778 seconds (Sampling)
               73.683 seconds (Total)
Iteration: 10000 / 10000 [100%] (Sampling)
 Elapsed Time: 32.0281 seconds (Warm-up)
               50.0325 seconds (Sampling)
               82.0606 seconds (Total)
Gradient evaluation took 0.000771 seconds
1000 transitions using 10 leapfrog steps per transition would take 7.71 second
Adjust your expectations accordingly!
Gradient evaluation took 0.000834 seconds
1000 transitions using 10 leapfrog steps per transition would take 8.34 second
Adjust your expectations accordingly!
```

Gradient evaluation took 0.001154 seconds 1000 transitions using 10 leapfrog steps per transition would take 11.54 secon ds.

Adjust your expectations accordingly!

Gradient evaluation took 0.001196 seconds 1000 transitions using 10 leapfrog steps per transition would take 11.96 seconds.

Adjust your expectations accordingly!

```
Iteration:
              1 / 10000 [
                            0%]
                                 (Warmup)
              1 / 10000 [
                            0%]
                                 (Warmup)
Iteration:
Iteration:
              1 / 10000 [
                            0%]
                                 (Warmup)
Iteration:
              1 / 10000 [
                            0%]
                                 (Warmup)
Iteration: 1000 / 10000 [ 10%]
                                 (Warmup)
Iteration: 2000 / 10000 [ 20%]
                                 (Warmup)
Iteration: 3000 / 10000 [ 30%]
                                 (Warmup)
Iteration: 4000 / 10000 [ 40%]
                                 (Warmup)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 5000 / 10000 [ 50%]
                                 (Warmup)
Iteration: 5001 / 10000 [ 50%]
                                 (Sampling)
Iteration: 6000 / 10000 [ 60%]
                                 (Sampling)
                                 (Sampling)
Iteration: 7000 / 10000 [ 70%]
Iteration: 7000 / 10000 [ 70%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 7000 / 10000 [ 70%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 9000 / 10000 [ 90%]
                                 (Sampling)
Iteration: 8000 / 10000 [ 80%]
                                 (Sampling)
Iteration: 10000 / 10000 [100%]
                                  (Sampling)
```

Elapsed Time: 38.7165 seconds (Warm-up)

32.8707 seconds (Sampling) 71.5872 seconds (Total)

```
Iteration: 8000 / 10000 [ 80%]
                                (Sampling)
Iteration: 10000 / 10000 [100%] (Sampling)
Elapsed Time: 36.9745 seconds (Warm-up)
               38.4573 seconds (Sampling)
               75.4318 seconds (Total)
Iteration: 9000 / 10000 [ 90%]
                                (Sampling)
Iteration: 9000 / 10000 [ 90%] (Sampling)
Iteration: 10000 / 10000 [100%] (Sampling)
Elapsed Time: 38.2327 seconds (Warm-up)
               48.5357 seconds (Sampling)
               86.7684 seconds (Total)
Iteration: 10000 / 10000 [100%] (Sampling)
 Elapsed Time: 36.1955 seconds (Warm-up)
               61.0011 seconds (Sampling)
               97.1967 seconds (Total)
```

Helper Functions for printing

```
In [17]:
          import math
          def printResults(skill_levels) :
              mse = 0
              for i in range(n) :
                  playerid,_ = skill_levels[i]
                  mse += (i+1 - playerid_to_placement[playerid])**2
              print(f"\nMEAN SQUARED ERROR: {mse}\n")
              print('{:3} {:<12} {:<16} {:<15}\n'.format(" ", "ACTUAL", "PREDICTED", "</pre>
              for i,(playerid,skill) in enumerate(skill_levels) :
                  acutal = playerid_to_name[placement_to_playerid[i+1]]
                  predicted = playerid_to_name[playerid]
                  print('{:3} {:<12} {:<16} {:<15}'.format(i+1, acutal, predicted + f'</pre>
              return mse
          def printErrorBiasForHigherPlacements(skill_levels) :
              mse = 0
              alpha = 1
              for i in range(n) :
                  playerid,_ = skill_levels[i]
                  mse += (i+1 - playerid to placement[playerid])**2 * math.exp(alpha*(n+
              mse /= n
              print(f"\nMEAN SQUARED ERROR WITH BIAS FOR CORRECT HIGHER PLACEMENT: {mse}
              return mse
          def printMSEByScale(mse, mse_bias, scales) :
              print('{:3} {:<12} {:<16} {:<15}\n'.format(" ", "scale", "MSE", "MSE_Bia</pre>
```

```
for mse,mse_b,scale in zip(mse, mse_bias, scales) :
    print('{:3} {:<12} {:<16} {:<15}'.format(" ", scale, mse, mse_b))</pre>
```

Results

MCMC Sampling with 10,000 iterations with 4 chains on a StanModel with scale level: 0.1

MEAN SQUARED ERROR: 113.76

ACTUAL	PREDICTED	SKILL
1 MkLeo 2 Tweek 3 Marss 4 Samsora 5 Shuton 6 Ally 7 Dabuz 8 Nairo 9 VoiD 10 Light 11 Cosmos 12 zackray 13 Myran 14 Glutonny 15 Tea 16 ESAM 17 MVD 18 Rivers 19 Kameme 20 Raito 21 justy 22 Salem 23 ProtoBanham 24 WaDi 25 Sinji 26 NAKAT 27 MuteAce 28 Puppeh 29 Stroder Ame 30 Lea 31 Dark Wizzy 32 Secretary 33 Ryuga 34 LeoN 35 Mr.R 36 Kurama 37 Mr. E 38 Goblin 39 Abadango 40 ScAtt 41 Umeki	MkLeo (1) Tweek (2) Shuton (5) zackray (12) ProtoBanham (23) Glutonny (14) Marss (3) Nairo (8) Samsora (4) Light (10) Tea (15) Dabuz (7) Salem (22) Nietono (44) ESAM (16) Ally (6) Kameme (19) Cosmos (11) Rivers (18) LeoN (34) VoiD (9) Lea (30) Dark Wizzy (31) Kurama (36) Myran (13) Abadango (39) Tsu (43) Ryuga (33) WaDi (24) T (46) Secretary (32) Marcus (42) Sinji (25) justy (21) Stroder Ame (29) MVD (17) Mr. E (37) Puppeh (28) Captain L (49) Fatality (47) MuteAce (27)	10.979739409030808 8.820777237980005 7.224228786438038 6.261066748523263 6.249699229614205 6.217147782940904 5.735728106279453 5.7143598008812875 5.392393794476569 5.140584921084673 3.845478185373747 3.219915948812649 2.159916004407288 1.9554359011249922 1.899785474449577 1.8536821584584344 1.7479262378894214 1.4595485455244295 1.2178593443746368 0.7680140898415182 0.4044067886316225 0.3114757996243297 -0.030839847147495318 -0.24719365996420675 -0.8449449087359239 -1.0593167221041837 -1.0597414288510965 -1.1692000842765824 -1.5125866004716848 -1.5457653736815387 -1.6841121957543608 -1.960333457758064 -2.1843884368225424 -2.285595061972718 -2.628612899010608 -2.681468967557393 -2.6866702588530575 -3.0813425004840074 -3.5368231075886505 -3.8687346462485817 -3.948724922729132
39 Abadango	Captain L (49)	-3.5368231075886505
41 Umeki	MuteAce (27)	
42 Marcus 43 Tsu	ScAtt (40) Umeki (41)	-4.187723686029087
44 Nietono 45 Frozen	Mr.R (35) NAKAT (26)	-4.188714096139262 -4.234479038290618
46 T 47 Fatality	ZD (50) Goblin (38)	-4.335142527369656 -5.33042612273482
48 Suarez	Raito (20)	-6.547301106719237
49 Captain L 50 ZD	Frozen (45) Suarez (48)	-8.624953491959129 -8.87899940659451

MEAN SQUARED ERROR WITH BIAS FOR CORRECT HIGHER PLACEMENT: 180.65289712674385

MCMC Sampling with 10,000 iterations with 4 chains on a StanModel with scale l evel: 0.2

ACTUAL	PREDICTED	SKILL
1 MkLeo 2 Tweek 3 Marss 4 Samsora 5 Shuton 6 Ally 7 Dabuz 8 Nairo 9 VoiD 10 Light 11 Cosmos 12 zackray 13 Myran 14 Glutonny 15 Tea 16 ESAM 17 MVD 18 Rivers 19 Kameme 20 Raito 21 justy 22 Salem 23 ProtoBanham 24 WaDi 25 Sinji 26 NAKAT 27 MuteAce 28 Puppeh 29 Stroder Ame 30 Lea 31 Dark Wizzy 32 Secretary 33 Ryuga 34 LeoN 35 Mr.R 36 Kurama 37 Mr. E 38 Goblin 39 Abadango 40 ScAtt 41 Umeki 42 Marcus	MkLeo (1) Tweek (2) Shuton (5) ProtoBanham (23) zackray (12) Glutonny (14) Nairo (8) Marss (3) Samsora (4) Light (10) Tea (15) Dabuz (7) Nietono (44) Ally (6) Kameme (19) Salem (22) ESAM (16) Cosmos (11) Rivers (18) VoiD (9) Lea (30) LeoN (34) Dark Wizzy (31) Kurama (36) Abadango (39) Tsu (43) Myran (13) T (46) WaDi (24) Ryuga (33) MVD (17) justy (21) Marcus (42) Secretary (32) Sinji (25) Stroder Ame (29) Mr. E (37) Puppeh (28) MuteAce (27) Umeki (41) Fatality (47) ZD (50)	7.152761364250594 5.744949793593025 5.0442512606050105 4.76039760894299 4.61368511057346 4.474759727080356 4.212414651039047 4.046456598957886 3.972917275209029 3.562965842139682 3.085067875587834 2.2596031349024575 1.9831838973968239 1.7003310387497705 1.6488839752775333 1.4530174924189936 1.4156015395835544 1.2463247670866275 0.8526691730019058 0.7533113673092295 0.7213706019535717 0.396432927931427 0.21039827456927132 0.10551397496987854 -0.23975320363826022 -0.27087470897022553 -0.37946204810514583 -0.5549855886530025 -0.9388184290485401 -1.445458779357731 -1.5148678929580988 -1.5342435597463961 -1.5537968557788457 -1.7163620771475923 -1.820946957303965 -1.9152310748907855 -1.9793957465046712 -2.3406825377350473 -2.368321265904996 -2.4176071031326525 -2.9749894254385865 -3.1920305434083374
36 Kurama	Stroder Ame (29)	-1.9152310748907855
37 Mr. E	Mr. E (37)	-1.9793957465046712
39 Abadango	MuteAce (27)	-2.368321265904996
40 ScAtt	Umeki (41)	-2.4176071031326525
41 Umeki	Fatality (47)	-2.9749894254385865
43 Tsu	Mr.R (35)	-3.2109834688267065
44 Nietono	Goblin (38)	-3.423071105262377
45 Frozen	ScAtt (40)	-3.6400783893201742
46 T	NAKAT (26)	-3.64024116999197
47 Fatality	Raito (20)	-3.9232026942065845
48 Suarez	Captain L (49)	-3.9795190144864887
49 Captain L	Suarez (48)	-6.1090906552703625
50 ZD	Frozen (45)	-7.996403286224477

MEAN SQUARED ERROR WITH BIAS FOR CORRECT HIGHER PLACEMENT: 171.1471931049876

MCMC Sampling with 10,000 iterations with 4 chains on a StanModel with scale level: 0.3

ACTUAL	PREDICTED	SKILL
1 MkLeo	MkLeo (1)	5.106565778662765
2 Tweek	Tweek (2)	4.101689616482888
3 Marss	Shuton (5)	3.7033681245687213
4 Samsora	ProtoBanham (23)	
5 Shuton	zackray (12)	3.4359536943859785
6 Ally	Glutonny (14)	3.2796865913007336
7 Dabuz	Nairo (8)	3.1040072908078846
8 Nairo	Marss (3)	2.951956528082662
9 VoiD	Samsora (4)	2.931947483123424
10 Light	Light (10)	2.5863157698254486
11 Cosmos	Tea (15)	2.339141765698015
12 zackray	Dabuz (7)	1.6494729156447978
13 Myran	Nietono (44)	1.6346467796540598
14 Glutonny	Kameme (19)	1.3243701089692945
15 Tea	Ally (6)	1.3199899744609596
16 ESAM	ESAM (16)	1.0570591432430594
17 MVD	Salem (22)	1.0471284589062786
18 Rivers	Cosmos (11)	0.9592905169087675
19 Kameme	Lea (30)	0.7075764119681116
20 Raito	VoiD (9)	0.6575136892232316
21 justy	Rivers (18)	0.5970877213974327
22 Salem	LeoN (34)	0.2435575849338195
23 ProtoBanham	Dark Wizzy (31)	0.2008967212134101
24 WaDi	Kurama (36)	0.15604411161167958
25 Sinji 26 NAKAT	Abadango (39) Tsu (43)	-0.011909279015859637
27 MuteAce	Myran (13)	-0.035357792238156015 -0.22598739700800494
28 Puppeh	T (46)	-0.23259996608758174
29 Stroder Ame	WaDi (24)	-0.6747453462982815
30 Lea	MVD (17)	-1.030089768699379
31 Dark Wizzy	justy (21)	-1.1269868630038735
32 Secretary	Marcus (42)	-1.1976589513304954
33 Ryuga		-1.3807055468812224
34 LeoN	Ryuga (33)	-1.3856946980639266
35 Mr.R	Sinji (25)	-1.4231659869729207
36 Kurama	Secretary (32)	-1.4455507797288105
37 Mr. E	Mr. E (37)	-1.4874291550516572
38 Goblin	Umeki (41)	-1.5930030863207645
39 Abadango	MuteAce (27)	-1.6298467728905384
40 ScAtt	Puppeh (28)	-1.756866661591838
41 Umeki	Fatality (47)	-2.2412421868339547
42 Marcus	ZD (50)	-2.364293903732143
43 Tsu	Goblin (38)	-2.427799597736325
44 Nietono	Mr.R (35)	-2.435066746512953
45 Frozen	Raito (20)	-2.660565809856121
46 T	ScAtt (40)	-2.8479589541535106
47 Fatality	NAKAT (26)	-2.873892679189704

48 Suarez Captain L (49) -3.5081838972052415 49 Captain L Suarez (48) -4.451964147983954 50 ZD Frozen (45) -6.630454382981157

MEAN SQUARED ERROR WITH BIAS FOR CORRECT HIGHER PLACEMENT: 170.67117115204704

MCMC Sampling with 10,000 iterations with 4 chains on a StanModel with scale l evel: 0.4

	ACTUAL	PREDICTED	SKILL
2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 31 31 31 31 31 31 31 31 31	MkLeo Tweek Marss Samsora Shuton Ally Dabuz Nairo VoiD Light Cosmos zackray Myran Glutonny Tea ESAM MVD Rivers Kameme Raito justy Salem ProtoBanham WaDi Sinji NAKAT MuteAce Puppeh Stroder Ame Lea Dark Wizzy Secretary Ryuga LeoN Mr.R Kurama Mr. E	MkLeo (1) Tweek (2) Shuton (5) ProtoBanham (23) zackray (12) Glutonny (14) Nairo (8) Marss (3) Samsora (4) Light (10) Tea (15) Nietono (44) Dabuz (7) Kameme (19) Ally (6) ESAM (16) Salem (22) Cosmos (11) Lea (30) VoiD (9) Rivers (18) LeoN (34) Dark Wizzy (31) Kurama (36) Tsu (43) Abadango (39) T (46) Myran (13) WaDi (24) MVD (17) justy (21) Marcus (42) Stroder Ame (29) Sinji (25) Mr. E (37) Umeki (41) Secretary (32)	3.962979026616765 3.1875505902825005 2.913647223975868 2.8430601615432085 2.7206559395132857 2.584530955175557 2.446648788188236 2.3183143845642533 2.3107121863197317 2.0327745657720158 1.8718757168864155 1.3698983452362943 1.3048535717268162 1.1059001691076447 1.086736881864433 0.8540793810106189 0.8275024384870587 0.7810320543225966 0.643443350149947 0.5675058107951976 0.4768568990079621 0.19930669772420664 0.19504366359154893 0.168689373058287 0.06060456559845363 0.06037790436387337 -0.09879402832497543 -0.14161559648265437 -0.48880182003946604 -0.7505823620120075 -0.8491102441635727 -0.9209607005011301 -1.0381837487418275 -1.1156936251024265 -1.1488427798681315 -1.1511119822593725 -1.1624508582485524
37	Mr. E	Secretary (32)	-1.1624508582485524
39	Goblin Abadango	Ryuga (33) MuteAce (27)	-1.179996499404393 -1.206042978493296
	ScAtt Umeki	Puppeh (28) Fatality (47)	-1.3480011993437204 -1.742667245355798
42	Marcus Tsu	ZD (50) Goblin (38)	-1.8127042018940196 -1.8428955134021394
	Nietono	Mr.R (35)	-1.9065551638779419

45	Frozen	Raito (20)	-1.963905/655066408
46	T	ScAtt (40)	-2.2587025186587217
47	Fatality	NAKAT (26)	-2.296035945706626
48	Suarez	Captain L (49)	-2.9723491383275404
49	Captain L	Suarez (48)	-3.431039777483951
50	ZD	Frozen (45)	-5.478180649903033

MEAN SQUARED ERROR WITH BIAS FOR CORRECT HIGHER PLACEMENT: 175.65266193560356

MCMC Sampling with 10,000 iterations with 4 chains on a StanModel with scale l evel: 0.5

ACTUAL	PREDICTED	SKILL
ACTUAL 1 MkLeo 2 Tweek 3 Marss 4 Samsora 5 Shuton 6 Ally 7 Dabuz 8 Nairo 9 VoiD 10 Light 11 Cosmos 12 zackray 13 Myran 14 Glutonny 15 Tea 16 ESAM 17 MVD 18 Rivers 19 Kameme 20 Raito 21 justy 22 Salem 23 ProtoBanham 24 WaDi 25 Sinji 26 NAKAT 27 MuteAce 28 Puppeh 29 Stroder Ame 30 Lea 31 Dark Wizzy 32 Secretary 33 Ryuga 34 LeoN	MkLeo (1) Tweek (2) Shuton (5) ProtoBanham (23) zackray (12) Glutonny (14) Nairo (8) Marss (3) Samsora (4) Light (10) Tea (15) Nietono (44) Dabuz (7) Kameme (19) Ally (6) ESAM (16) Salem (22) Cosmos (11) Lea (30) VoiD (9) Rivers (18) Dark Wizzy (31) LeoN (34) Kurama (36) Abadango (39) Tsu (43) T (46) Myran (13) WaDi (24) MVD (17) justy (21) Marcus (42) Stroder Ame (29)	3.2201291697964884 2.594243999859888 2.3908936856110694
33 Ryuga		-0.8333533839884627
35 Mr.R 36 Kurama 37 Mr. E 38 Goblin	Sinji (25) Mr. E (37) Secretary (32) MuteAce (27)	-0.9018479934079129 -0.9289280746286275 -0.9524372210089008 -0.9655450862753842
39 Abadango 40 ScAtt 41 Umeki	Ryuga (33) Puppeh (28) Fatality (47)	-1.0284225901165978 -1.0919322661670152 -1.4234543291995676

42 Marcus	ZD (50)	-1.4684599648137353
43 Tsu	Goblin (38)	-1.4848340496277572
44 Nietono	Mr.R (35)	-1.5430443617960594
45 Frozen	Raito (20)	-1.5581680496801975
46 T	ScAtt (40)	-1.8495472886806612
47 Fatality	NAKAT (26)	-1.898533984614107
48 Suarez	Captain L (49)	-2.5031064199451554
49 Captain L	Suarez (48)	-2.777600672490494
50 ZD	Frozen (45)	-4.643978182140836

MEAN SQUARED ERROR WITH BIAS FOR CORRECT HIGHER PLACEMENT: 176.0966176608784

MCMC Sampling with 10,000 iterations with 4 chains on a StanModel with scale l evel: 0.6

ACTUAL	PREDICTED	SKILL
1 MkLeo	MkLeo (1)	2.7093471827623317
2 Tweek	Tweek (2)	2.1793122053826517
3 Marss	Shuton (5)	2.015495110574019
4 Samsora	ProtoBanham (23)	1.9807168047041785
5 Shuton	zackray (12)	1.8920083478439607
6 Ally	Glutonny (14)	1.7849298271797833
7 Dabuz	Nairo (8)	1.6887341296630836
8 Nairo	Marss (3)	1.5990685998590703
9 VoiD	Samsora (4)	1.5943248267345693
10 Light	Light (10)	1.3995881619618191
11 Cosmos	Tea (15)	1.3135253381419634
12 zackray	Nietono (44)	0.9907667678892506
13 Myran	Dabuz (7)	0.9036846910376795
14 Glutonny	Kameme (19)	0.7971562025760005
15 Tea	Ally (6)	0.7634762855267481
16 ESAM	ESAM (16)	0.597108690943673
17 MVD	Salem (22)	0.5803550696157151
18 Rivers	Cosmos (11)	0.5527767897348634
19 Kameme	Lea (30)	0.4974343909981988
20 Raito	VoiD (9)	0.4221238736478186
21 justy	Rivers (18)	0.3367499941298221
22 Salem	Dark Wizzy (31)	0.15053476203619215
23 ProtoBanham	LeoN (34)	0.140759484245712
24 WaDi	Kurama (36)	0.13311651356028034
25 Sinji	Abadango (39)	0.08951238806027761
26 NAKAT	Tsu (43)	0.08876753418130802
27 MuteAce	T (46)	-0.015165744075557347
28 Puppeh	Myran (13)	-0.08451027849892229
29 Stroder Ame	WaDi (24)	-0.320216564218067
30 Lea	MVD (17)	-0.49290769577611593
31 Dark Wizzy	justy (21)	-0.5714006166742674
32 Secretary	Marcus (42)	-0.6309010490917052
33 Ryuga	Stroder Ame (29)	-0.6980333912163975
34 LeoN	Umeki (41)	-0.7363589558603784
35 Mr₊R	Sinji (25)	-0.7665253797571397
36 Kurama	Mr. E (37)	-0.7842848163115314
37 Mr. E	MuteAce (27)	-0.8043750892708826
38 Goblin	Secretary (32)	-0.8230138043773081

39 Abadango	Ryuga (33)	-0.877889681693354
40 ScAtt	Puppeh (28)	-0.9237653240075713
41 Umeki	Fatality (47)	-1.2034299233027603
42 Marcus	ZD (50)	-1.234052913529722
43 Tsu	Goblin (38)	-1.2453904621735983
44 Nietono	Raito (20)	-1.2881928279526924
45 Frozen	Mr.R (35)	-1.3098182164976788
46 T	ScAtt (40)	-1.5744167480783535
47 Fatality	NAKAT (26)	-1.6133536145446563
48 Suarez	Captain L (49)	-2.1724031689837004
49 Captain L	Suarez (48)	-2.335253394725979
50 ZD	Frozen (45)	-4.002910150250495

MEAN SQUARED ERROR WITH BIAS FOR CORRECT HIGHER PLACEMENT: 174.4411280910711

MCMC Sampling with 10,000 iterations with 4 chains on a StanModel with scale l evel: 0.7

ACTUAL	PREDICTED	SKILL
ACTUAL 1 MkLeo 2 Tweek 3 Marss 4 Samsora 5 Shuton 6 Ally 7 Dabuz 8 Nairo 9 VoiD 10 Light 11 Cosmos 12 zackray 13 Myran 14 Glutonny 15 Tea 16 ESAM 17 MVD 18 Rivers 19 Kameme 20 Raito 21 justy 22 Salem 23 ProtoBanham 24 WaDi 25 Sinji 26 NAKAT 27 MuteAce 28 Puppeh 29 Stroder Ame	PREDICTED MkLeo (1) Tweek (2) Shuton (5) ProtoBanham (23) zackray (12) Glutonny (14) Nairo (8) Marss (3) Samsora (4) Light (10) Tea (15) Nietono (44) Dabuz (7) Kameme (19) Ally (6) ESAM (16) Salem (22) Cosmos (11) Lea (30) VoiD (9) Rivers (18) Dark Wizzy (31) Kurama (36) LeoN (34) Abadango (39) Tsu (43) T (46) Myran (13) WaDi (24)	2.3133921126873886 1.860671372543586 1.7238832373812831
30 Lea 31 Dark Wizzy 32 Secretary 33 Ryuga 34 LeoN	MVD (17) justy (21) Marcus (42) Stroder Ame (29) Umeki (41)	-0.4413943279681102 -0.5122543804822322 -0.566940553461282 -0.6213153258616165 -0.6520140668893362
35 Mr.R	Sinji (25)	-0.6892940203274367

36 Kurama	Mr. E (37)	-0.6984870179084641
37 Mr. E	MuteAce (27)	-0.7041522406694835
38 Goblin	Secretary (32)	-0.7379455650317482
39 Abadango	Ryuga (33)	-0.7953123296620712
40 ScAtt	Puppeh (28)	-0.8143322771964394
41 Umeki	Fatality (47)	-1.0544601109829574
42 Marcus	ZD (50)	-1.079797765821234
43 Tsu	Goblin (38)	-1.0870693788129968
44 Nietono	Raito (20)	-1.1234368556967493
45 Frozen	Mr.R (35)	-1.1487874618667755
46 T	ScAtt (40)	-1.3783500777721893
47 Fatality	NAKAT (26)	-1.4127864431095674
48 Suarez	Captain L (49)	-1.9119900627696464
49 Captain L	Suarez (48)	-2.0379231472907495
50 ZD	Frozen (45)	-3.536355105773172

MEAN SQUARED ERROR WITH BIAS FOR CORRECT HIGHER PLACEMENT: 174.5259795068224

MCMC Sampling with 10,000 iterations with 4 chains on a StanModel with scale l evel: 0.8

ACTUAL	PREDICTED	SKILL
1 MkLeo 2 Tweek	MkLeo (1) Tweek (2)	2.0560405835222806 1.6548532013982953
3 Marss	Shuton (5)	1.5389181699964622
4 Samsora	ProtoBanham (23)	1.516307724557869
5 Shuton	zackray (12)	1.448811283853132
6 Ally	Glutonny (14)	1.360352052798821
7 Dabuz	Nairo (8)	1.2860337298968554
8 Nairo	Marss (3)	1.2209315773021778
9 VoiD	Samsora (4)	1.2172004355788282
10 Light	Light (10)	1.0708201433845457
11 Cosmos	Tea (15)	1.007815397995126
12 zackray	Nietono (44)	0.766840185318614
13 Myran	Dabuz (7)	0.6930291178512453
14 Glutonny	Kameme (19)	0.6199080738499168
15 Tea	Ally (6)	0.595582163146622
16 ESAM	ESAM (16)	0.46181568103339676
17 MVD	Salem (22)	0.4434269147425176
18 Rivers	Cosmos (11)	0.4284466088006434
19 Kameme	Lea (30)	0.3983923285616227
20 Raito	VoiD (9)	0.3352810867376731
21 justy	Rivers (18)	0.2590892693867286
22 Salem	Dark Wizzy (31)	0.12375262578321568
23 ProtoBanham	Kurama (36)	0.11723316500735363
24 WaDi	LeoN (34)	0.11263031817532655
25 Sinji	Abadango (39)	0.08859450975869734
26 NAKAT	Tsu (43)	0.08688663265635177
27 MuteAce	T (46)	0.009562727404560354
28 Puppeh	Myran (13)	-0.05331344864486149
29 Stroder Ame	WaDi (24)	-0.23126161202501275
30 Lea	MVD (17)	-0.3630450561504546
31 Dark Wizzy	justy (21)	-0.42398589893750166
32 Secretary	Marcus (42)	-0.4741289661914474

33 Ryı	ıga	Stroder Ame (29)	-0.518013845615441
34 Lec	Ν	Umeki (41)	-0.5437907510522526
35 Mr.	R	Sinji (25)	-0.5808109115934088
36 Kur	ama	Mr. E (37)	-0.5900457103541985
37 Mr.	E	MuteAce (27)	-0.5946396781727944
38 Gob	olin	Secretary (32)	-0.6237298798154239
39 Aba	-	Puppeh (28)	-0.6912905537548005
40 ScA		Ryuga (33)	-0.6936380245157377
41 Ume	eki	Fatality (47)	-0.9048103739592949
42 Mar	cus	ZD (50)	-0.9270144521178015
43 Tsu	=	Goblin (38)	-0.9312319301682433
44 Nie	etono	Raito (20)	-0.9584566191341822
45 Fro	zen	Mr.R (35)	-0.9857126524520027
46 T		ScAtt (40)	-1.1912733158423394
47 Fat	ality	NAKAT (26)	-1.2270031309546707
48 Sua		Captain L (49)	-1.6854721479040446
	otain L	Suarez (48)	-1.7642038657853292
50 ZD		Frozen (45)	-3.115868324234071

MEAN SQUARED ERROR WITH BIAS FOR CORRECT HIGHER PLACEMENT: 174.16997112151066

MCMC Sampling with 10,000 iterations with 4 chains on a StanModel with scale l evel: 0.9

ACTUAL	PREDICTED	SKILL
1 MkLeo 2 Tweek	MkLeo (1) Tweek (2)	1.7938646329402186 1.437362817643228
3 Marss	Shuton (5)	1.3329605995806175
4 Samsora	ProtoBanham (23)	
5 Shuton	zackray (12)	1.2515754267548902
6 Ally	Glutonny (14)	1.1739917883767363
7 Dabuz	Nairo (8)	1.1117059958110191
8 Nairo	Marss (3)	1.0494829426913987
9 VoiD	Samsora (4)	1.0475229632216896
10 Light	Light (10)	0.9171197375116339
11 Cosmos	Tea (15)	0.8592275068655377
12 zackray	Nietono (44)	0.6481049750826796
13 Myran	Dabuz (7)	0.5830036653172651
14 Glutonny	Kameme (19)	0.5142162040823848
15 Tea	Ally (6)	0.4972957357197236
16 ESAM	ESAM (16)	0.37616486311353875
17 MVD	Salem (22)	0.3603439845813855
18 Rivers	Cosmos (11)	0.34789894933381144
19 Kameme	Lea (30)	0.3157457087822692
20 Raito	VoiD (9)	0.2606004855605129
21 justy	Rivers (18)	0.19464097428555857
22 Salem	Dark Wizzy (31)	
23 ProtoBanham	Kurama (36)	0.06846845402525165
24 WaDi	LeoN (34)	0.06362089646343001
25 Sinji	Abadango (39)	0.04253150794611341
26 NAKAT	Tsu (43)	0.041100661562689024
27 MuteAce	T (46)	-0.02938749920981263
28 Puppeh	Myran (13)	-0.08222071173849872
29 Stroder Ame	WaDi (24)	-0.24396499856319398

```
MVD (17)
30 Lea
                                   -0.3569390118323179
31 Dark Wizzy
                 justy (21)
                                   -0.41628995773204286
                 Marcus (42)
32 Secretary
                                    -0.45985699703395605
                 Stroder Ame (29) -0.5021626945268053
33 Ryuga
34 LeoN
                 Umeki (41)
                                 -0.5191115334240114
35 Mr.R
                 Sinji (25)
                                   -0.5571071178087226
36 Kurama
                 Mr. E (37)
                                   -0.5627589026928002
                 MuteAce (27) -0.5662134865522609
37 Mr. E
                 Secretary (32) -0.6025361541280349
38 Goblin
                               -0.6528768844870569
39 Abadango
                 Puppeh (28)
40 ScAtt
                 Rvuga (33)
                                  -0.6564930399237657
                                  -0.8405727029273806
41 Umeki
                 Fatality (47)
42 Marcus
                 ZD (50)
                                   -0.8641433569535735
43 Tsu
                 Goblin (38)
                                  -0.8658456830319671
44 Nietono
                 Raito (20)
                                  -0.8911974701807636
                 Mr.R (35) -0.9157327685936784
ScAtt (40) -1.0958204552312563
NAKAT (26) -1.1322847341614668
45 Frozen
46 T
47 Fatality
                 Captain L (49) -1.5404455789802571
48 Suarez
                 Suarez (48) -1.6113862454484196
Frozen (45) -2.826196499157645
49 Captain L
50 ZD
```

MEAN SQUARED ERROR WITH BIAS FOR CORRECT HIGHER PLACEMENT: 174.16997112151066

```
In [20]:
```

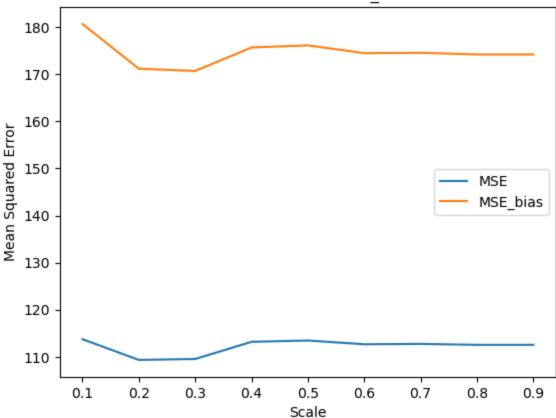
```
printMSEByScale(mse, mse_bias, scales)

plt.plot(scales, mse, label = 'MSE')
plt.plot(scales, mse_bias, label = 'MSE_bias')
plt.xlabel('Scale')
plt.ylabel('Mean Squared Error')
plt.title('Scale vs MSE & MSE_bias')
plt.legend()
```

scale	MSE	MSE_Bias
0.1	113.76	180.65289712674385
0.2	109.36	171.1471931049876
0.3	109.56	170.67117115204704
0.4	113.2	175.65266193560356
0.5	113.48	176.0966176608784
0.6	112.68	174.4411280910711
0.7	112.76	174.5259795068224
0.8	112.56	174.16997112151066
0.9	112.56	174.16997112151066

out[20]. <matplotlib.legend.Legend at 0x7fba14745a60>





print(f'Best scale: {scales[np.argmin(mse)]} with MSE of {min(mse)}')
print(f'Best scale for more correct higher placements: {scales[np.argmin(mse_t

Best scale: 0.2 with MSE of 109.36
Best scale for more correct higher placements: 0.3 with MSE of 170.67117115204
704