Observations from Glicko system:

1. Used to address the fact that the Elo rating does not consider the fact the ratings of a player may not be reliable if he/she has not played any games for some time.
2. Added std. deviation(RD) on the ratings of each player. It increases with time and decreases with the frequency of games played.
3. If a player plays many games there is not much improvement in scores because the RD becomes very small, so recommended to keep a min RD = 30.

Queries :

1. This system is developed for chess (one vs one) game. To apply this in a game of multiple players we need to either
   1. consider the all the other players expect any particular player to be a single opponent and use the existing glicko. Although how to combine the opponents had be thought through.
   2. Consider a game of 8 players to be 7 individual matches for every player and then apply the glicko system.
2. This system does not take into account other factors which may affect the performance of a player – location, coach, etc.
3. To use this system in other games values of constants – like 350 etc. needs to be calculated separately. There is no reason given for why RD should be less than 350 at the start and should not drop below 30?
4. Either we can use mathematical formulas to compute the ratings after the matches. Or we can use predictive modelling to based on some variables to computer the “time” taken in a race, and then compare it with the actual “time” of the players to compute the new rating.

Observations from Glicko 2 system:

1. An added factor of volatility introduced which takes into account the reliability of a player performance. High in case of erratic, low if consistent.
2. The volatility does not affect the ratings and RD of the glicko system.

Queries :

1. What is the use of volatility if there is not many games in a rating period?
2. Even if we know the volatility of a player, there should not be any change in the ratings due to it. Here if the volatility affects the RD.
3. In case of a high volatility =1 instead of 0.06 , in the sample calculations I found that RD changed by 20 only. How significant is this in determining the player ratings of the glicko system.