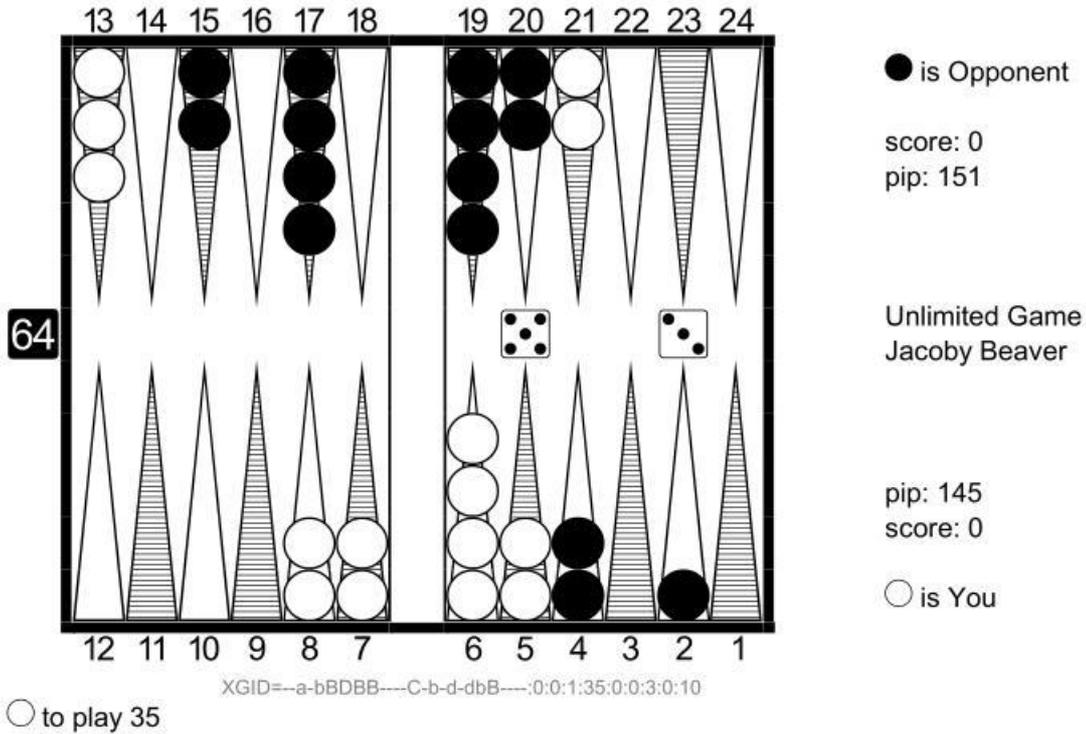
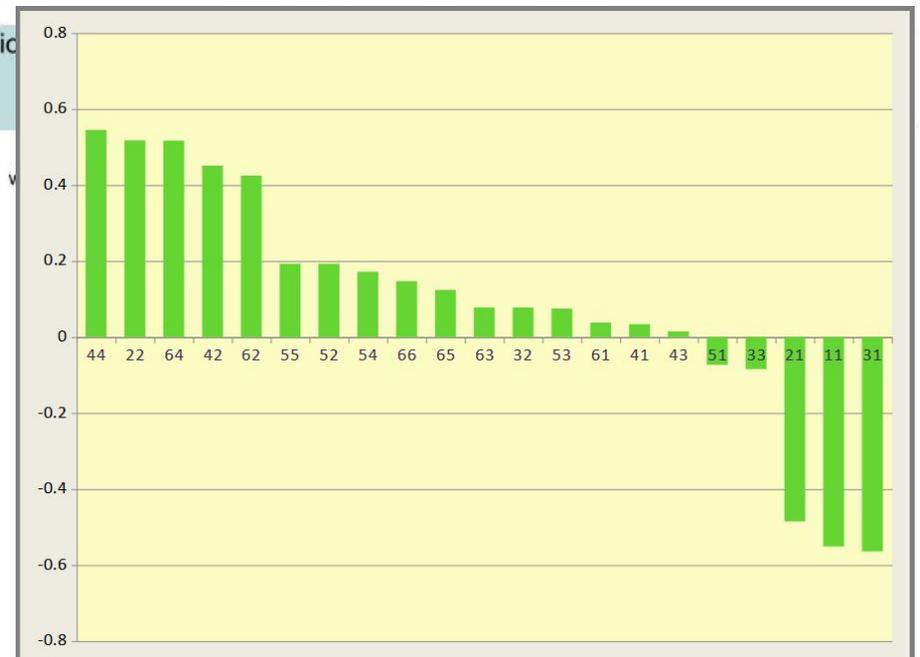


No.2



1.	Rollout ¹	21/18 21/16	eq: +0.403
	Player:	61.87% (G:10.62% B:0.59%)	Conf.: ± 0.007 (+0.396...+0.409) - [100.0%]
	Opponent:	38.13% (G:10.09% B:0.30%)	Duration: 28 minutes 42 seconds
2.	Rollout ¹	21/13	eq: +0.312 (-0.091)
	Player:	59.34% (G:10.38% B:0.46%)	Conf.: ± 0.006 (+0.305...+0.318) - [0.0%]
	Opponent:	40.66% (G:10.77% B:0.26%)	Duration: 26 minutes 08 seconds
3.	Rollout ¹	13/8 6/3	eq: +0.224 (-0.178)
	Player:	56.25% (G:11.90% B:0.46%)	Conf.: ± 0.007 (+0.217...+0.232) - [0.0%]
	Opponent:	43.75% (G:9.57% B:0.32%)	Duration: 25 minutes 43 seconds
4.	Rollout ¹	13/5	eq: +0.189 (-0.214)
	Player:	55.64% (G:10.96% B:0.43%)	Conf.: ± 0.007 (+0.182...+0.195) - [0.0%]
	Opponent:	44.36% (G:9.29% B:0.31%)	Duration: 23 minutes 03 seconds
5.	Rollout ¹	13/10 13/8	eq: +0.130 (-0.272)
	Player:	53.48% (G:11.80% B:0.47%)	Conf.: ± 0.007 (+0.124...+0.137) - [0.0%]
	Opponent:	46.52% (G:9.96% B:0.36%)	Duration: 25 minutes 30 seconds

¹ 5254 Games rolled with Variance Reduction
 Moves: 3-ply, cube decisions: XG Roller
 Search interval: Huge



最善手と二番手の→
 エクイティ差(4-ply)
 (横軸: 次の黒の出目
 縦軸: エクイティ差)
 以後特記ない限り
 同様です。