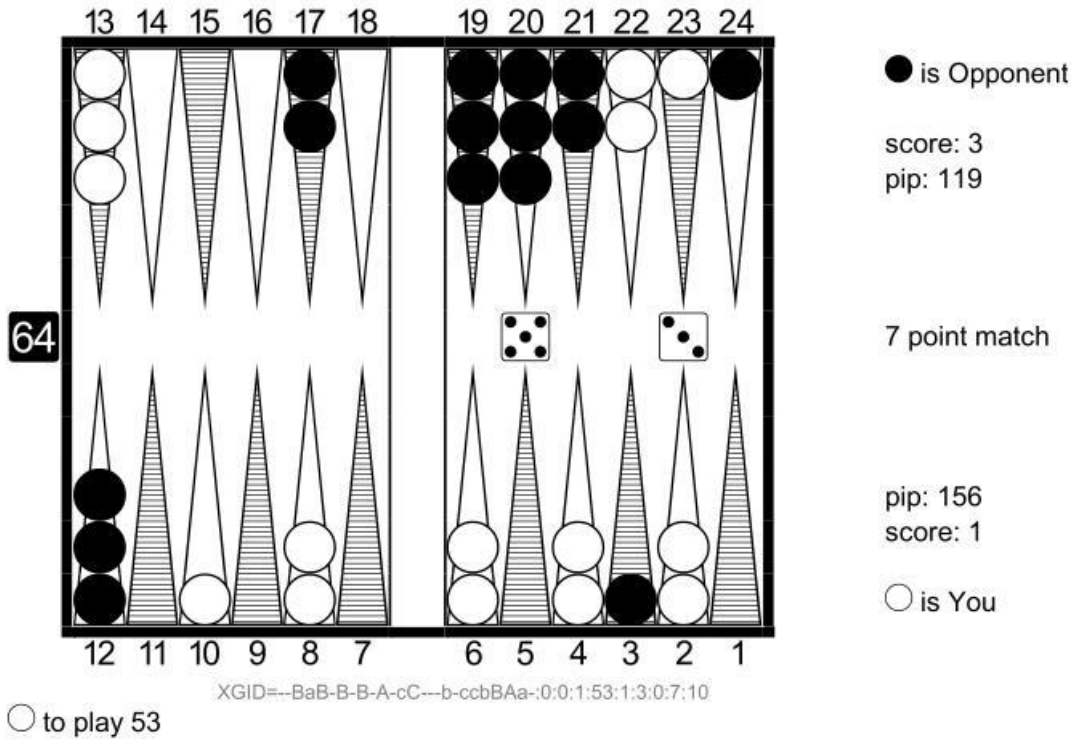


No.7



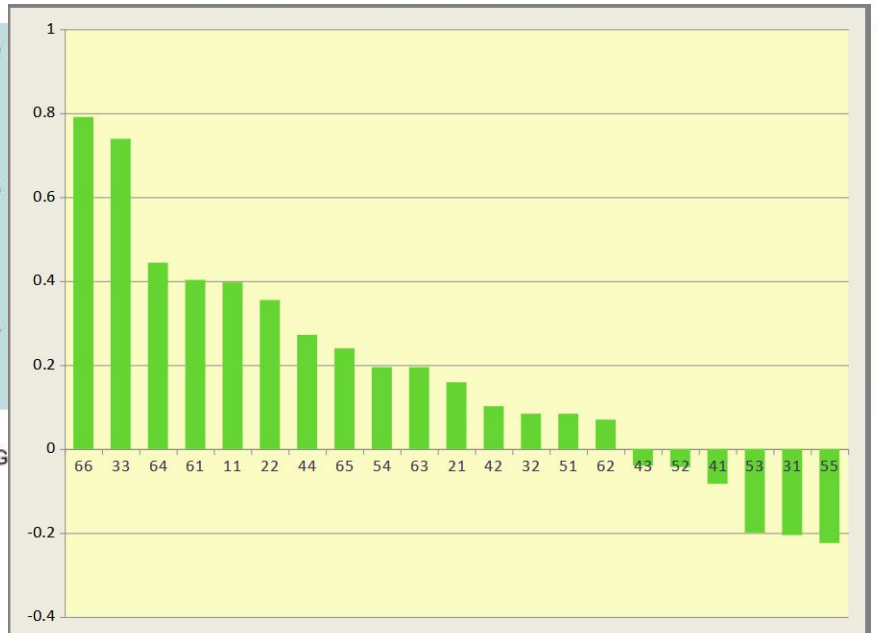
1.	Rollout ¹	10/5 8/5	eq: -0.653
	Player:	35.04% (G:8.33% B:0.28%)	Conf.: ± 0.006 (-0.659...-0.646) - [100.0%]
	Opponent:	64.96% (G:19.65% B:1.16%)	Duration: 11 minutes 47 seconds
2.	Rollout ²	23/18 13/10	eq: -0.760 (-0.107)
	Player:	32.89% (G:6.62% B:0.40%)	Conf.: ± 0.010 (-0.770...-0.750) - [0.0%]
	Opponent:	67.11% (G:19.44% B:2.32%)	Duration: 18 minutes 34 seconds
3.	Rollout ²	13/10 8/3*	eq: -0.786 (-0.134)
	Player:	35.64% (G:9.32% B:0.64%)	Conf.: ± 0.013 (-0.799...-0.773) - [0.0%]
	Opponent:	64.36% (G:30.75% B:6.48%)	Duration: 23 minutes 34 seconds
4.	Rollout ²	23/15	eq: -0.825 (-0.172)
	Player:	32.17% (G:6.70% B:0.39%)	Conf.: ± 0.010 (-0.835...-0.815) - [0.0%]
	Opponent:	67.83% (G:20.56% B:3.10%)	Duration: 19 minutes 57 seconds
5.	Rollout ³	10/7 8/3*	eq: -0.918 (-0.266)
	Player:	34.02% (G:8.62% B:0.64%)	Conf.: ± 0.013 (-0.931...-0.906) - [0.0%]
	Opponent:	65.98% (G:31.13% B:6.95%)	Duration: 23 minutes 54 seconds

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

² 5252 Games rolled with Variance Reduction.
Moves: 3-ply, cube decisions: XG Roller
Search interval: Huge

³ 5250 Games rolled with Variance Reduction.
Moves: 3-ply, cube decisions: XG Roller
Search interval: Huge

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(10/5 8/5後no double
23/18 13/10後double/take
としての比較です→)