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10 Stormchart (Call)

10.1 Chart Description

The Stormchart shows the win probability (0-50%)¹ on the x-axis and the risk level / pot odds (0-50%)² on the y-axis.

Those situations where win probability and risk level are even are displayed with a dotted centerline.

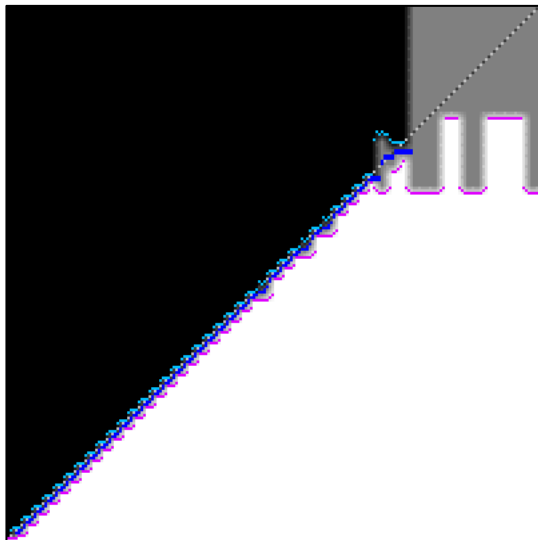
For each point, the action of the player is displayed in grey scale from white (always calls) to black (always folds).

The below example shows a player who plays strictly on the pot odds, calls always when a situation is (even slightly) favorable and folds always when a situation is (even slightly) unfavorable.

Middle grey means that a player folds and calls equally, but such a uniform grey as shown in the upper right corner indicates that a situation never came up in the game (0% fold and 0% call).

The thick blue line marks the dividing line above which a player mostly folds and below which a player mostly calls. As the player of this graph is playing strictly on the pot odds, the blue line lies on the dotted center³.

The cyan line (90% fold above it) and pink line (90% call below it) show how strict a player keeps to its strategy⁴.



¹ on win probabilities above 50% it can be assumed that everyone calls all the time.

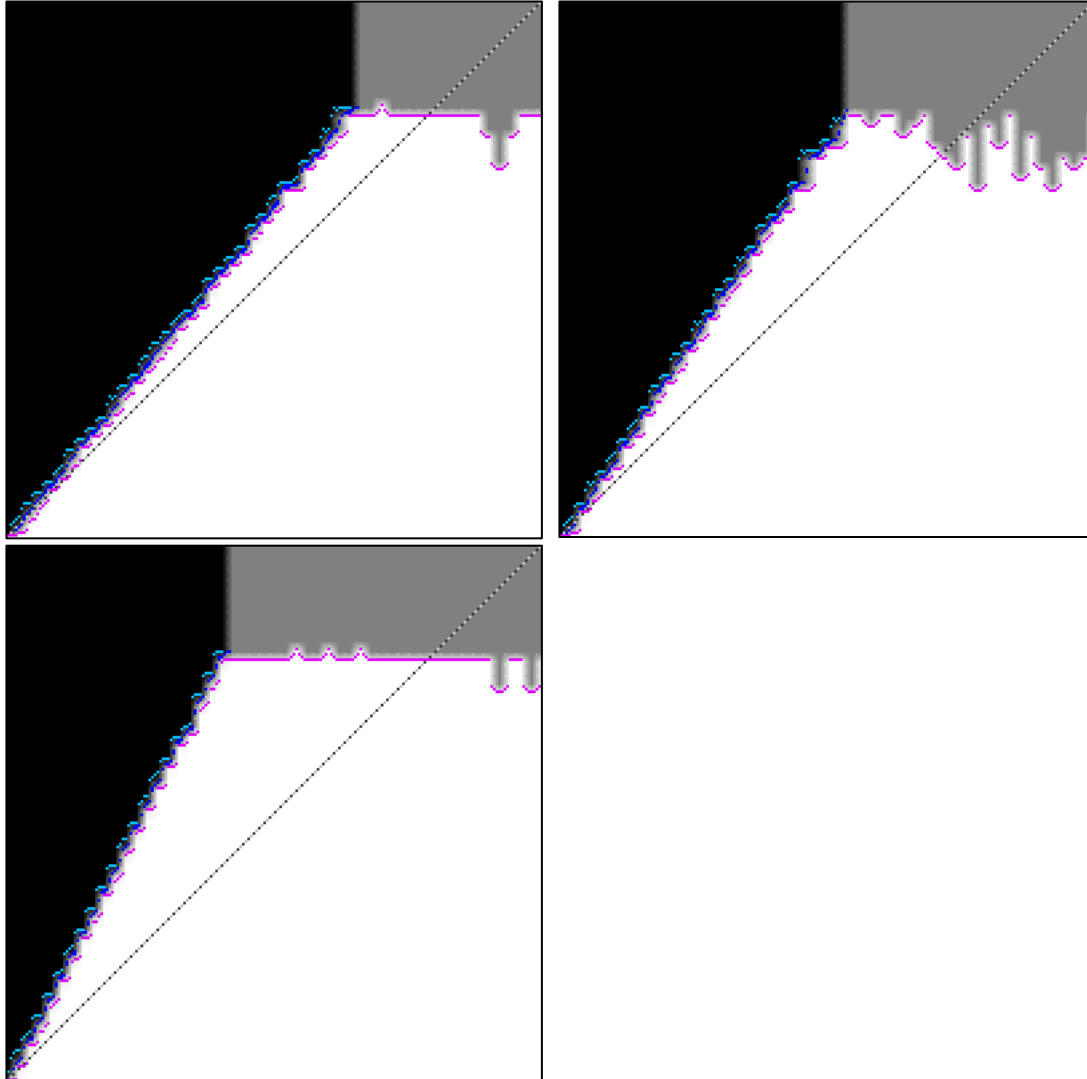
² the risk level on calling is always below 50% (as the call sum can only be as high as the money already in the pot)

³ on those win probabilities where a player always calls or always folds, this line is not shown.

⁴ if the lines are close together as in this example, a player gets very transparent to his opponents (which is intended at the basic AIs for beginner training levels)

10.2 Examples

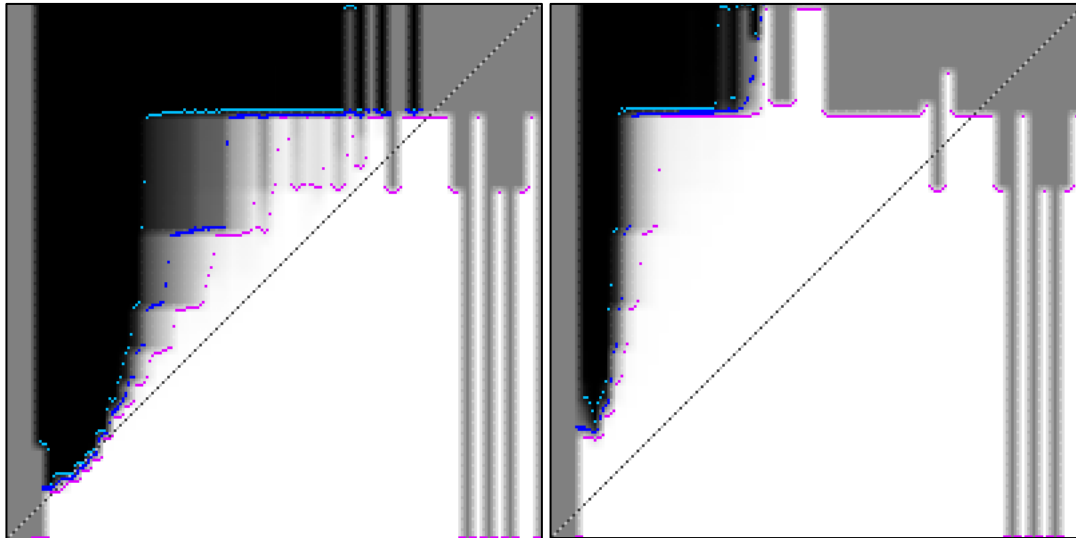
These two Stormcharts show artificial intelligences that play strictly based on the pot odds (as the previous) one, but shifting them by a factor so they constantly bluff.



These AIs have slightly random behavior.

The left AI plays exactly on the pot odds (ass the one on the first page) but uses a different algorithm as it includes implied pot odds.

The right AI uses the same implied pot odd algorithm, but shifting the limits by a constant factor (as those on the previous page).



Note: As these players do not play strictly on their numbers, the behavior range (between cyan and pink lines) is spreading up.

Note2: The constant grey area looks different than on the last pages, as these two screenshots are from the preflop statistic where not all win probabilities exist.