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1 2

Derived Standings

Author



Velenia Ankletickler
Silverflames
 Likes received: 26

#1 - 2014-03-17 21:44:57 UTC | Edited by: Velenia Ankletickler

Trying to figure out how this works.

- * EDIT - to clarify
- * Derived standing is a hit to another empire / faction when you do a mission that gives empire / faction standing.
- * For example, if you do a story line mission for Amarr you will get a hit / transaction with Amarr -
- * but you also gain a hit / standing with Minmatar, Gallente etc, these latter hits are "derived standings"

I read https://wiki.eveonline.com/en/wiki/Storyline_mission

Which says "As the Minmatar republic is 'liked by' a factor of 8.00, this translates to 80% of the increase given to the Gallente Federation. Assuming that the Gallente Federation standings gain was 10%, the derived standings gain to the Minmatar Republic will be 8%."

Which I understand as, if I gain 1.0% with Empire A, and the standing between empires is Empire B > Empire A = -5.0, then I will lose $(0.5 * 1.0\%) = 0.5\%$ with Empire B - always, whenever I run a mission with a 1.0% standing increase to Empire A.

But, I am then provided with these numbers:

Mission gives 1.5% standing with Amarr (career agents mission step 10).

And just to make my headache bigger the Character has Social 5 (alright its a corp requirement, not just to punish me).

Minmatar > Amarr = -5.0

Ok so initial expectations would be social skill is good for you, so it increases magnitude of gains and decrease magnitude of losses (this is also the answer I got 5 of 5 times when asking various channels in game).

Initial expectations math: Character gains $(1.25 * 1.5\%)$ 1.875% with Amarr and lose $(0.75 * (0.5 * 1.5\%))$ 0.5625% with Minmatar.

Actual numbers are 1.875% and -1.0004% ... Ok, so initial expectations was not how the loss works.

Second idea, Social is bad for you and increase magnitude of losses:

Second Idea Math: Character lose $(1.25 * (0.5 * 1.5\%))$ 0.9375%

Ok, that is also not it.

Third idea, social is really bad for you and the loss is based on your increased gain and then increased.

Third Idea Math: Character lose $(1.25 * (0.5 * 1.875\%))$ 1.17188%

Also not it.

No more ideas, and I then I am provided with this from the same character:

Next career agent done, 1.875% and -0.991%

Nowhere in anything I have read about derived modifications is a formula that should make it give a different number, so guessing the characters own standing is involved somewhere?



dextrington
Caldari Provisions
Caldari State
Likes received: 1,268

EDIT Changed set of Empire A and Empire B to Amarr and Minmatar.

#2 - 2014-03-17 21:53:30 UTC

https://wiki.eveonline.com/en/wiki/Standings_mechanics#The_Math_2

maybe that helps

I'm a relatively respectable citizen. Multiple felon perhaps, but certainly not dangerous.



Velenia Ankletickler
Silverflames
Likes received: 26

#3 - 2014-03-17 21:55:19 UTC

Thanks but no.

That page is about how your actual standing is after you get a transaction with a certain value, for the size of the derived transactions it refers to the page I linked.



dextrington
Caldari Provisions
Caldari State
Likes received: 1,268

#4 - 2014-03-17 23:03:07 UTC | Edited by: dextrington

i think it might have to do with your current faction standing

I'm a relatively respectable citizen. Multiple felon perhaps, but certainly not dangerous.



Qalix
Long Jump.
Likes received: 318

#5 - 2014-03-18 02:51:59 UTC

I'm not sure I understand your original post. Somewhere in there I got confused.

http://www.eve-wiki.net/index.php?title=Standings#Standing_Relationships

Note that there are two tables, one the relationship, the other dervied standings modifier.

The link to the math in Dextringtons' post above is correct. The original post you linked looks like maybe it is incorrect. It seems to equate the standings relationship with the derived standings modifier. I'm not certain though, maffs is hard.



Velenia Ankletickler
Silverflames
Likes received: 26

#6 - 2014-03-18 03:24:18 UTC

When I say derived standing hit, I mean the standing transaction you get with Minmatar when you do a storyline mission for Amarr. You will see this hit by opening the info page for "Minmatar Republic", go to the "Standings" tab, find "Minmatar Republic > Velenia Ankletickler", right click that line and select "Show Transactions".

Where in https://wiki.eveonline.com/en/wiki/Standings_mechanics#The_Math_2 do you see any math for derived standings? I am totally missing it if there is any.

Maybe I am too tired right now, but can't find anywhere where it says what the information in the 2 tables at http://www.eve-wiki.net/index.php?title=Standings#Standing_Relationships is supposed to be nor how its used ?

From what you write the second is used to calculate the the derived standing hit (called %modification in the formulas that does exist on that page)? But what formula do I put it into?

#7 - 2014-03-21 00:23:44 UTC

Velenia Ankletickler wrote:



Jaxem Rau
Spatial Anomalies
Likes received: 44

Trying to figure out how this works.

Nowhere in anything I have read about derived modifications is a formula that should make it give a different number, so guessing the characters own standing is involved somewhere?

You got it right. Your current standing towards the faction affects how much you gain or lose.

From the eveonline wiki

https://wiki.eveonline.com/en/wiki/Standings_mechanics?_ga=1.49347174.1311948274.1382411830#The_Math_2
The Math

Increase standing changes are derived as a percentage change of the difference between current "true" standing (unmodified) and 10.

The equation:
 $ns = ((10 - s) * i) + s$

where:
ns=New standing
s=Standing
i=Increase percentage in decimal form

For instance a 3% increase would work out the following way in each situation:

-10 standing: $10 - (-10) = 20$. $20 * 0.03 = 0.6$. $-10 + 0.6 = -9.4$
0 standing: $10 - 0 = 10$. $10 * 0.03 = 0.3$. $0 + 0.3 = 0.3$
5 standing: $10 - 5 = 5$. $5 * 0.03 = 0.15$. $5 + 0.15 = 5.15$

Decrease standing changes work the same way. Except the endpoint is -10.

The equation:
 $ns = ((-10 - s) * d) + s$

where:
ns=New standing
s=Standing
d=Decrease percentage in decimal form

For instance a 3% decrease would work out the following way in each situation:

10 standing: $-20 * 0.03 + 10 = 9.4$
5 standing: $-15 * 0.03 + 5 = 4.55$
0 standing: $-10 * 0.03 + 0 = -0.3$
-5 standing: $-5 * 0.03 + -5 = -5.15$

So the higher you are with a faction the smaller the gains and the lower you are with a faction the smaller the losses. The reverse is also true.

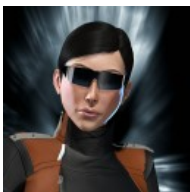
Hope that helps

-J

#8 - 2014-03-21 14:27:28 UTC

Jaxem Rau wrote:

You got it right. Your current standing towards the faction affects how much you gain or lose.



Velenia Ankletickler
Silverflames
Likes received: 26

That depends how you define "gain", I would say its the size of i in the math you quote - and it is not affected by your current standing (for non-derived hits anyway - looks like it is for derived hits).

And the stuff you quote includes nothing about derived standings - it is in the next section on the page you link to if you scroll down a little - then it links to the page with wrong information mentioned in my first post.



Velenia Ankletickler
Silverflames
Likes received: 26

#9 - 2014-03-24 20:21:45 UTC

Some numbers:

Connections IV, Social IV, Diplomacy 0.

About to accept Cashflow for Capsuleers 10 of 10 (military career, Joas Alathema) (not in fleet)

Standings:

Amarr Empire > Velenia Ankletickler : 1.62 (raised from 0.03)

Caldari State > Velenia Ankletickler : -0.24

Gallente Federation > Velenia Ankletickler : 2.17 (raised from 0.68)

Minmatar Republic > Velenia Ankletickler : 2.01 (raised from 0.49)

Royal Amarr Institute > Velenia Ankletickler : 2.37 (raised from 0.91)

Joas Alathema > Velenia Ankletickler : 3.70 (raised from 2.50)

Hits:

Amarr Empire : 1.8%

Caldari State : 1.2901%

Gallente Federation : -0.3848

Minmatar Republic : -0.9441 %

Royal Amarr Institute : 5.1429%

Joas Alathema : No hit

Standings after:

Amarr Empire > Velenia Ankletickler : 1.77 (raised from 0.21)

Caldari State > Velenia Ankletickler : -0.11

Gallente Federation > Velenia Ankletickler : 2.14 (raised from 0.65)

Minmatar Republic > Velenia Ankletickler : 1.93 (raised from 0.39)

Royal Amarr Institute > Velenia Ankletickler : 2.76 (raised from 1.38)

Joas Alathema > Velenia Ankletickler : 3.70 (raised from 2.50)

Will update with a couple missions more in near future.



Qalix
Long Jump.
Likes received: 318

#10 - 2014-03-24 21:12:41 UTC | Edited by: Qalix

I'm still not sure what it is you're trying to figure out. The numbers you have fit the math in the previous post perfectly. If you put in the non-connections boosted skills (e.g., .68 gallente) and the standings gain/losses you noted, they give you the same numbers as your after mission standings.

So, are you trying to figure out how the amount of .3848% that was deducted from the Gallente (in this particular case) is arrived at in the first place?

If so, I point you back to my post with the derived standings modifiers (listed in the second of the two tables; read left to right on the Amarr line).

Your Amarr standings gain of 1.8% (.018) minus the Social bonus -- solving for c in: $.018 = c(1+[4*.05])$ -- is .015 base gain.

The Gallente derived standings is -2.00 for an Amarr faction gain (where 2 out of 10 = 20%), so $.015 * .2 = .0032$ base Gallente gain.

Plus, your Social bonus to that Gallente gain = $.0032(1+[4*.05]) = .00384 = .384\%$. I'm sure there is some rounding/truncating going on during the CCP calculation which accounts for the very slight differential.

Class dismissed!

edit: all the formulas are in the Math link.



Velenia Ankletickler
Silverflames
Likes received: 26

#11 - 2014-03-24 22:26:06 UTC | Edited by: Velenia Ankletickler

Qalix wrote:

I'm still not sure what it is you're trying to figure out *snip*

So, are you trying to figure out how the amount of .3848% that was deducted from the Gallente (in this particular case) is arrived at in the first place?

Exactly.

Qalix wrote:

Your Amarr standings gain of 1.8% (.018) minus the Social bonus -- solving for c in: $.018 = c(1+[4*.05])$ -- is .015 base gain.

The Gallente derived standings is -2.00 for an Amarr faction gain (where 2 out of 10 = 20%), so $.015 * .2 = .0032$ base Gallente gain.

Plus, your Social bonus to that Gallente gain = $.0032(1+[4*.05]) = .00384 = .384\%$.

So far we can agree, just a little problem with social being a penalty and not a bonus when you apply it that way - but that is a topic for a Social thread not this one.

Qalix wrote:

I'm sure there is some rounding/truncating going on during the CCP calculation which accounts for the very slight differential.
Class dismissed!

Err sorry mister superknowledge teacher, but before you leave - how come the rounding you describe keep changing in size for every mission - in the same direction? As is described in the bottom of the first post in this thread.



Qalix
Long Jump.
Likes received: 318

#12 - 2014-03-24 23:44:14 UTC

Velenia Ankletickler wrote:

Actual numbers are 1.875% and -1.0004% ... Ok, so initial expectations was not how the loss works.
Next career agent done, 1.875% and -0.991%

Are you asking why these two results were different? I'm not sure. It's possible that the two different agents give a slightly different reward, perhaps based on your standings to their corp. There may be some quirks like repeating decimals, significant digits, and differences in those rules based on the step in the calculation. *shrug*

I'm not a math guy. I just worked through the numbers and they seem close enough to your observed results. Also, the if you look at the table, you'll see values like .333 and .667 and .417. So, it's also possible that the table numbers are not precise and were subjected to rounding or trunc as well. The tables are player created so who knows what the precise values are in CCP's system.



dextington
Caldari Provisions
Caldari State
Likes received: 1,268

#13 - 2014-03-25 01:16:13 UTC

Social skill does not seem to apply to all missions, the last two storyline missions i have done was Record Cleaning and Shipyard Theft.

The both give 30% corp standing and 15% faction standing.

Before the missions i had 7.26% faction standing, and after the missions 7.67%, which is a exact increase of 15%.

$((10 - 7.26) * 0.15) + 7.26 = 7.671$

I'm a relatively respectable citizen. Multiple felon perhaps, but certainly not dangerous.



Velenia Ankletickler
Silverflames
Likes received: 26

#14 - 2014-03-25 12:23:31 UTC

Qalix wrote:

Velenia Ankletickler wrote:

Actual numbers are 1.875% and -1.0004% ... Ok, so initial expectations was not how the loss works.
Next career agent done, 1.875% and -0.991%

Are you asking why these two results were different? I'm not sure. It's possible that the two different agents give a slightly different reward, perhaps based on your standings to their corp. There may be some quirks like repeating decimals, significant digits, and differences in those rules based on the step in the calculation.
shrug

Since the direct reward is exactly the same - no its not because the agents give a different reward.

Since the direct reward is larger in magnitude than the derived reward, no it's not because rounding is hiding the difference in direct reward.

Your equation is plain and simple wrong.



Velenia Ankletickler
Silverflames
Likes received: 26

#15 - 2014-03-25 12:30:35 UTC

dexington wrote:

Social skill does not seem to apply to all missions, the last two storyline missions i have done was Record Cleaning and Shipyard Theft.

The both give 30% corp standing and 15% faction standing.

Before the missions i had 7.26% faction standing, and after the missions 7.67%, which is a exact increase of 15%.

$((10 - 7.26) * 0.15) + 7.26 = 7.671$

Social skill works on the hit, so your 30% was 24% before Social V was applied. (if it was applied, since I don't know the mission I don't know for sure that the actual reward is 24%, but this is how Social works - tested on the career agents - as you can see my social IV hits are also 1.8 where the copies with social V get 1.875 hits).



Hasikan Miallok
Republic University
Minmatar Republic
Likes received: 1,926

#16 - 2014-03-25 12:49:23 UTC

I always thought social skills just effected the standing gain from the mission itself and derived standings had nothing to do with the mission but were just a side-effect of the positive standing gain you got in that mission.



Qalix
Long Jump.
Likes received: 318

#17 - 2014-03-25 13:20:42 UTC | Edited by: Qalix

Velenia Ankletickler wrote:

Qalix wrote:

Velenia Ankletickler wrote:

Actual numbers are 1.875% and -1.0004% ... Ok, so initial expectations was not how the loss works.
Next career agent done, 1.875% and -0.991%

Are you asking why these two results were different? I'm not sure. It's possible that the two different agents give a slightly different reward, perhaps based on your standings to their corp. There may be some quirks like repeating decimals, significant digits, and differences in those rules based on the step in the calculation. *shrug*

Since the direct reward is exactly the same - no its not because the agents give a different reward.

Since the direct reward is larger in magnitude than the derived reward, no it's not because rounding is hiding the difference in direct reward.

Your equation is plain and simple wrong.

Well then figure it out for yourself

edit: To clarify, these aren't "my equations." they're all taken from information gathered from players doing exactly what you're doing now. The derived standings table in particular was created by aggregating mission standings data. It's as close as anyone has ever come over the past 10 years. The formulas work well enough in most cases. Given the

imprecise nature of the endeavor and no way to verify the formulas, discrepancies in the millionths are inevitable. If you can do better than players past at figuring it out, by all means, show us the way.



dextrington
Caldari Provisions
Caldari State
Likes received: 1,268

#18 - 2014-03-25 13:33:38 UTC

Velenia Ankletickler wrote:

dextrington wrote:

Social skill does not seem to apply to all missions, the last two storyline missions i have done was Record Cleaning and Shipyard Theft.

The both give 30% corp standing and 15% faction standing.

Before the missions i had 7.26% faction standing, and after the missions 7.67%, which is a exact increase of 15%.

$$((10 - 7.26) * 0.15) + 7.26 = 7.671$$

Social skill works on the hit, so your 30% was 24% before Social V was applied. (if it was applied, since I don't know the mission I don't know for sure that the actual reward is 24%, but this is how Social works - tested on the career agents - as you can see my social IV hits are also 1.8 where the corpies with social V get 1.875 hits).

I'm positive that both Record Cleaning and Shipyard Theft don't calculate standing like other missions.

Other missions don't give the exact same standing each time, they they are decimal numbers, Record Cleaning and Shipyard gives 15.0% with social 4.

I'm a relatively respectable citizen. Multiple felon perhaps, but certainly not dangerous.



Qalix
Long Jump.
Likes received: 318

#19 - 2014-03-25 14:52:16 UTC

dextrington wrote:

Velenia Ankletickler wrote:

dextrington wrote:

Social skill does not seem to apply to all missions, the last two storyline missions i have done was Record Cleaning and Shipyard Theft.

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Before the missions i had 7.26% faction standing, and after the missions 7.67%, which is a exact increase of 15%.

$$((10 - 7.26) * 0.15) + 7.26 = 7.671$$

Social skill works on the hit, so your 30% was 24% before Social V was applied. (if it was applied, since I don't know the mission I don't know for sure that the actual reward is 24%, but this is how Social works - tested on the career agents - as you can see my social IV hits are also 1.8 where the corpies with social V get 1.875 hits).

I'm positive that both Record Cleaning and Shipyard Theft don't calculate standing like other missions.

Other missions don't give the exact same standing each time, they they are decimal numbers, Record Cleaning and Shipyard gives 15.0% with social 4.

Maybe it's capped. The highest corp standing increase I've ever gotten was also 30%. The next highest I can find (I quit the game for awhile, so my history is only recent) is 22.9617%. Perhaps there are modifiers for max standing gain/min standing gain.

#20 - 2014-03-25 15:11:59 UTC



dexington
Caldari Provisions
Caldari State
Likes received: 1,268

1 2

Qalix wrote:

Maybe it's capped. The highest corp standing increase I've ever gotten was also 30%. The next highest I can find (I quit the game for awhile, so my history is only recent) is 22.9617%. Perhaps there are modifiers for max standing gain/min standing gain.

I could be that corp standing is capped at 30%, and faction at 15%, that would explain the precise numbers.

I'm a relatively respectable citizen. Multiple felon perhaps, but certainly not dangerous.