Aksen1f

17 poker

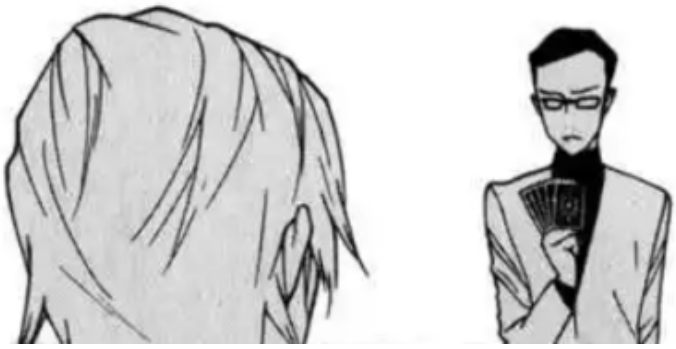
Rules: Same as poker expect that you have 17 cards 4 Ace 4 Queen 4 Jack and 4 King. And we have joker that you can use it for any card. At the rounds start you can select how many card you can cut from top.

Aki suspected Kikuzawa knowing where the joker is at 4th round and his suspicions confirmed at 6th round. And Aki was able to ascertain the decks order by the eight hand.

We can see while Aki at 5 minute break at the 6th round created his strategy. We dont know Aki know poker before the game and since its different than the orinigal poker we dont have standard sequence to begin with. So that means Aki actively made calculation through his WMI and cards have no connection. For the first 8 positions in a deck a perfect shuffle changes its position to double its initial rank in the deck. And others take over the odd places. (as it showned at 4th scan) After learning the cards Aki can know the starting order where also Aki had to create this from his mind.

For the time frame since Aki told he created his strategy after the 6th round lets look the timeframe Aki got for collecting the whole data and making the whole calculations Aki had 5 minute break (Aki didnt know the starting order yet so he cant make the calculations at there)7th round and also for starting of the 8th round. At 8th round start Aki understanded how he can learn the whole data and want dealer to change the shuffling and suggest riffle shuffling and asked to exchange 5 cards so he can know 10 cards in the deck.
Aki later confirmed he did this to learn the decks order. So for this Aki memorise the whole deck within 17 card and 8 shuffle (136 card at total)

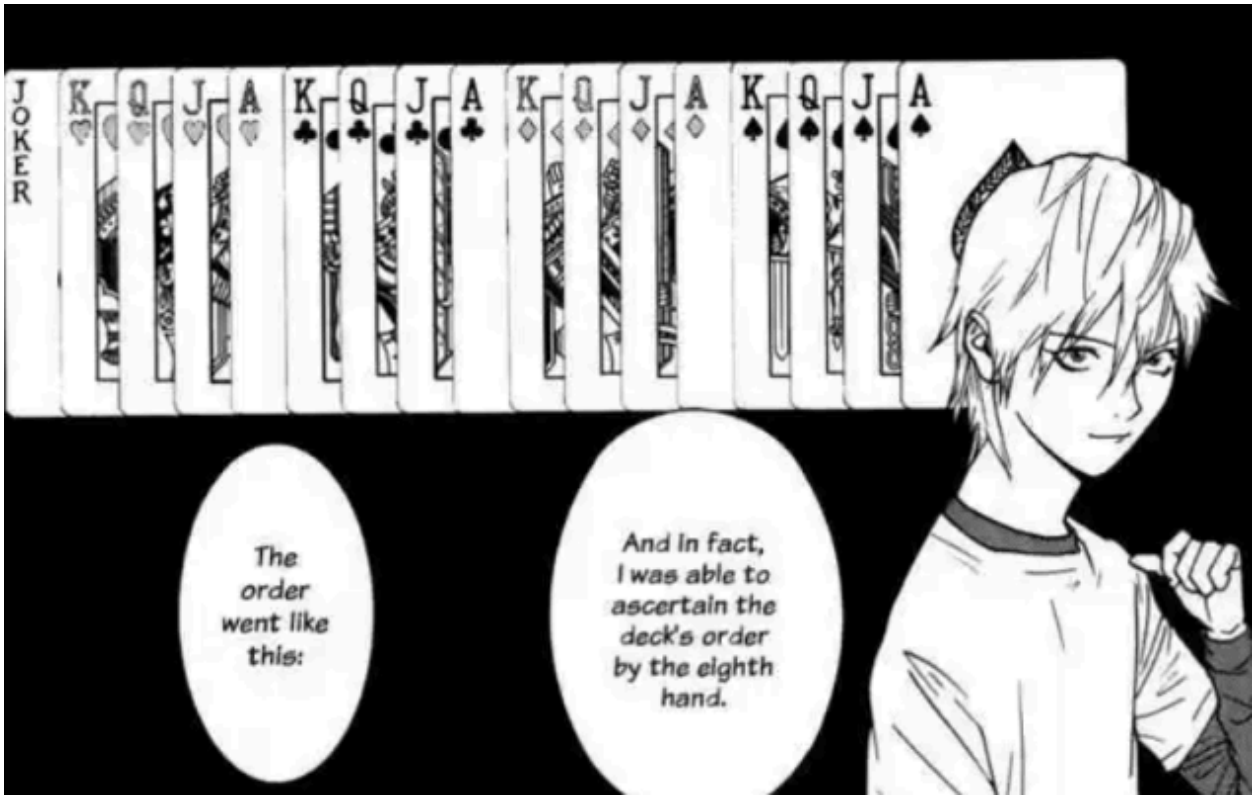
I first came to that realization during the fourth hand of the actual game.

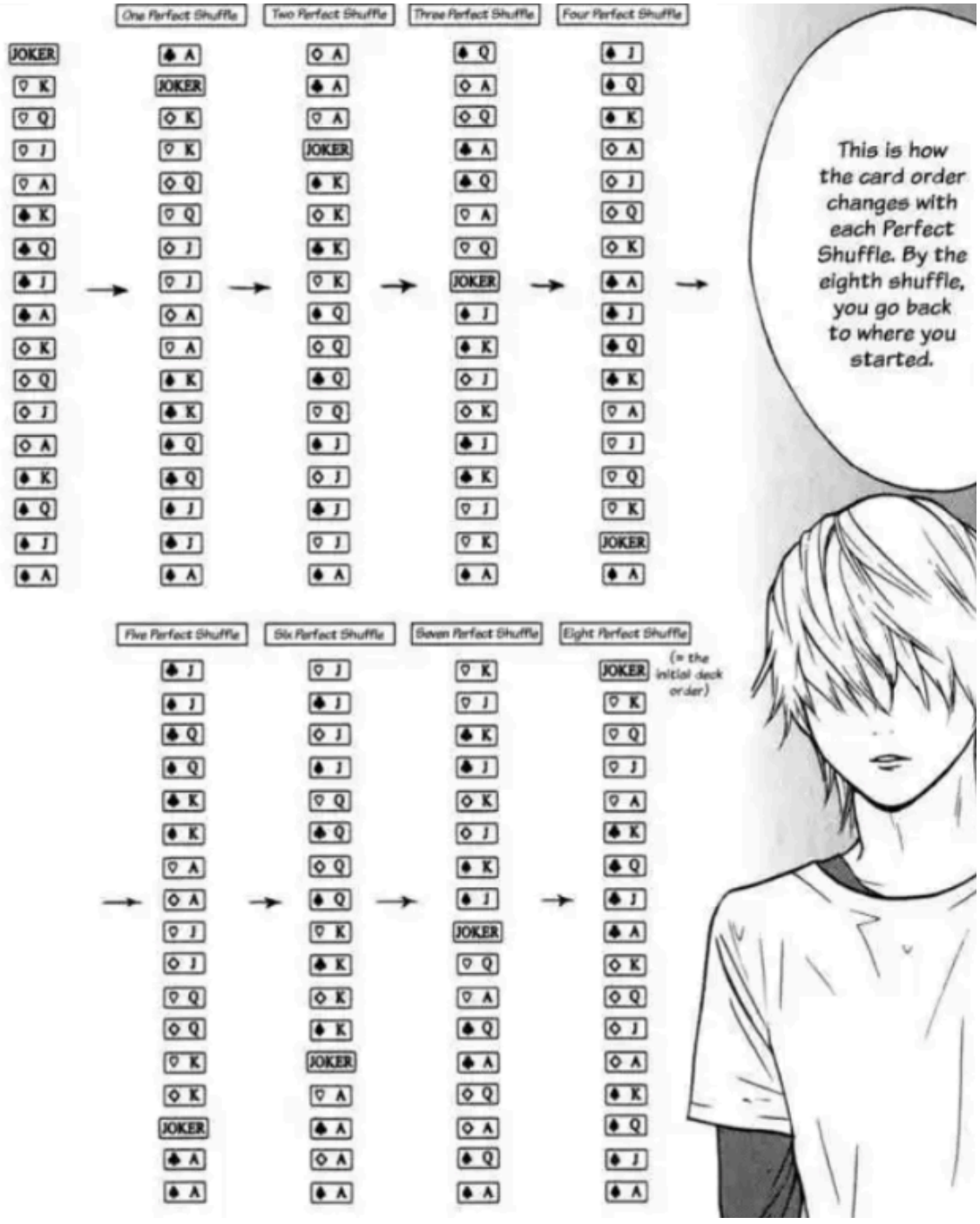


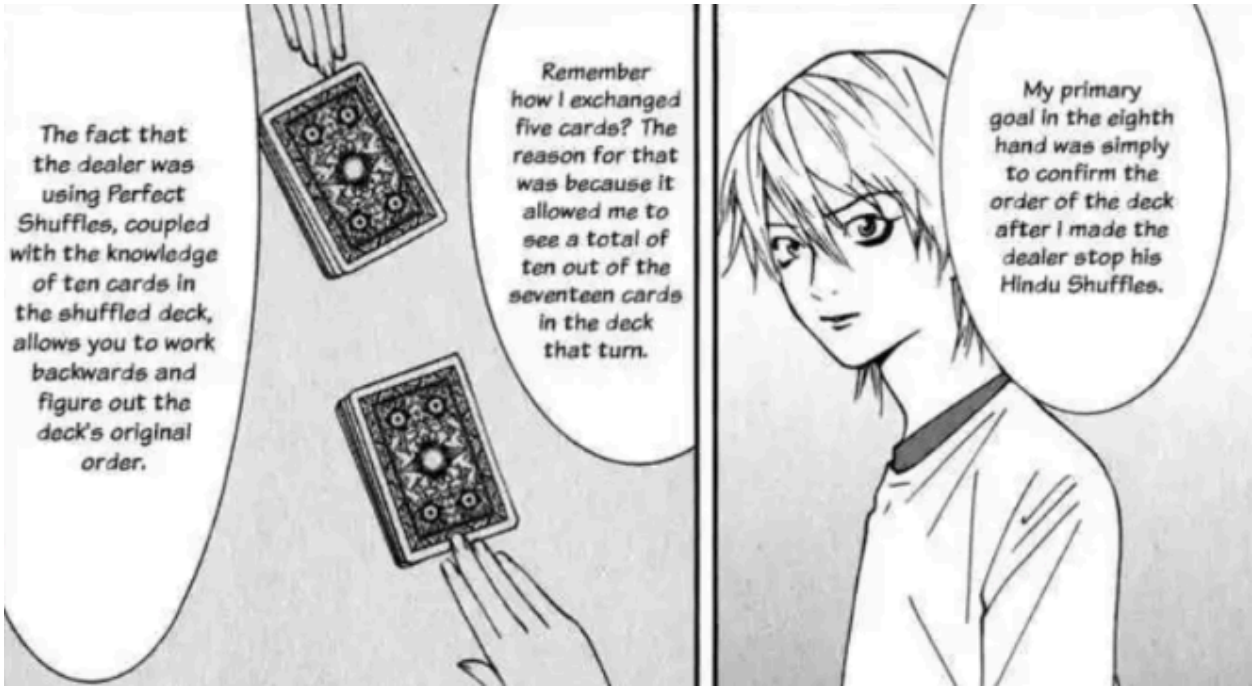
"Kikuchi obviously knows where the Joker is, and is playing around it."

Well, even if I had figured it out before him, I don't have any Dynamic Visual Acuity like him, meaning there was no way for me to utilize his trick.

My suspicions were confirmed by the sixth hand. But Kikuchi had already tested it out, and I was too late.

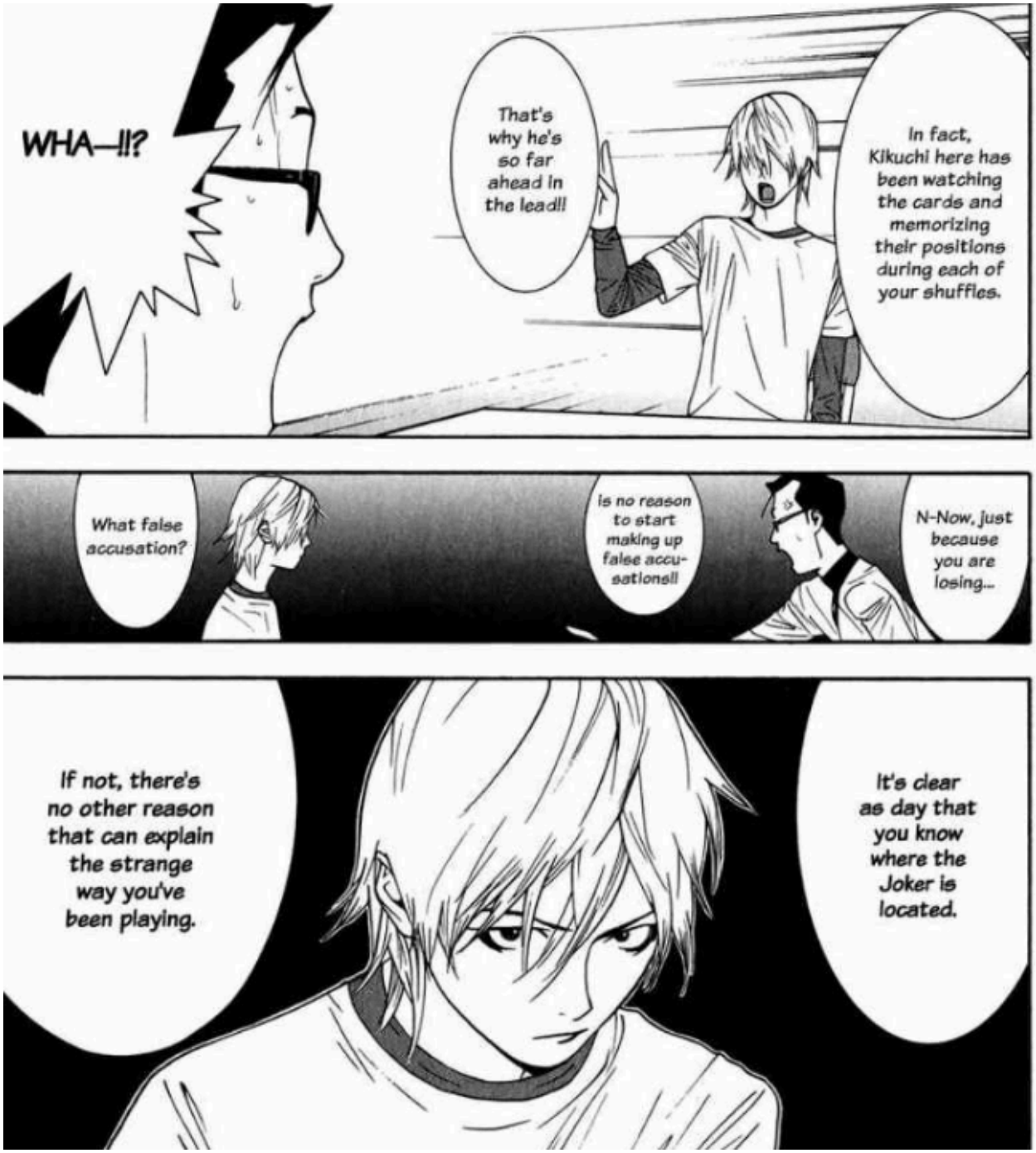


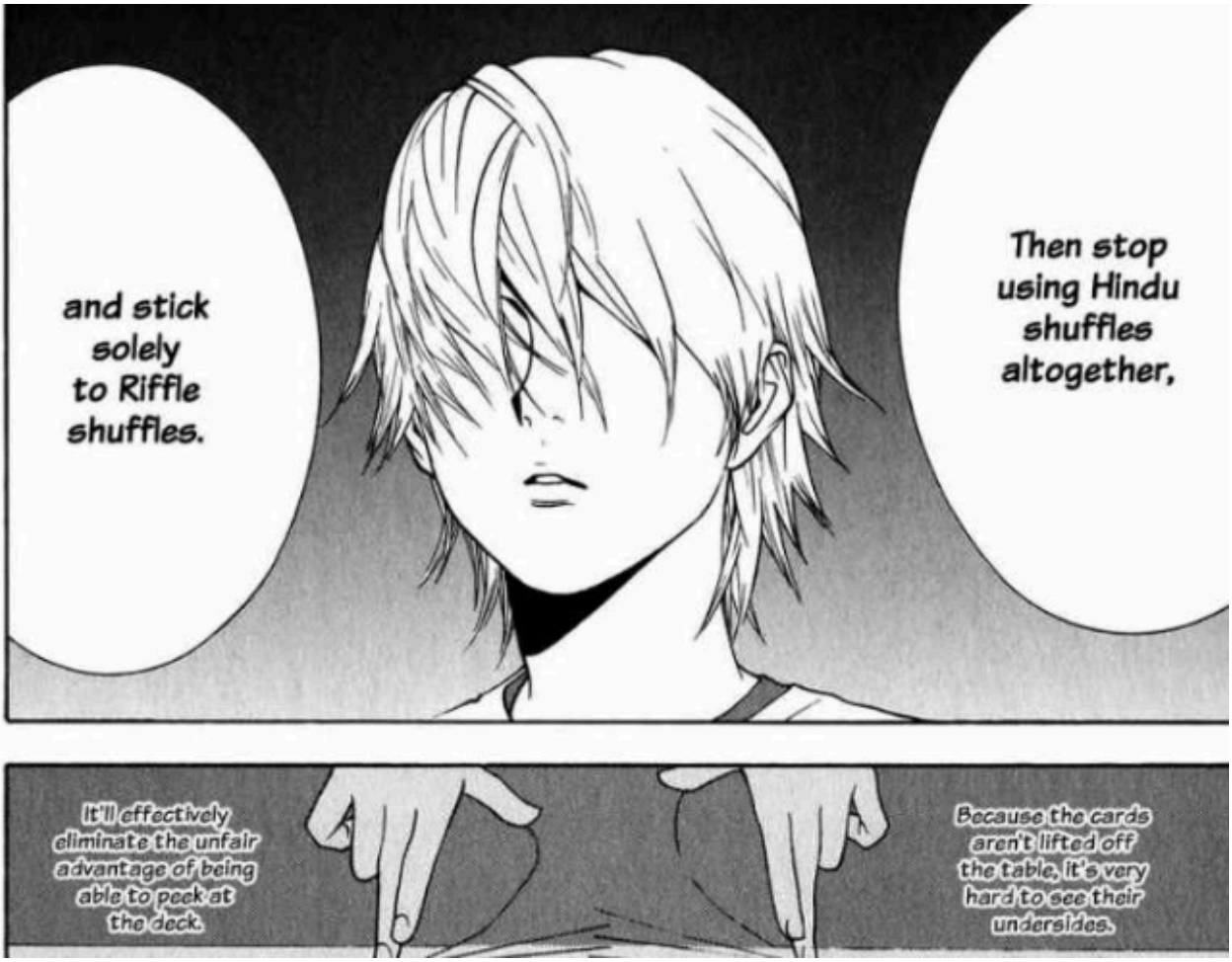

One Perfect Shuffle
Two Perfect Shuffle
Three Perfect Shuffle
Four Perfect Shuffle
Five Perfect Shuffle
Six Perfect Shuffle
Seven Perfect Shuffle
Eight Perfect Shuffle
(= the initial deck order)
This is how the card order changes with each Perfect Shuffle. By the eighth shuffle, you go back to where you started.


The fact that the dealer was using Perfect Shuffles, coupled with the knowledge of ten cards in the shuffled deck, allows you to work backwards and figure out the deck's original order.
Remember how I exchanged five cards? The reason for that was because it allowed me to see a total of ten out of the seventeen cards in the deck that turn.
My primary goal in the eighth hand was simply to confirm the order of the deck after I made the dealer stop his Hindu Shuffles.


That's when I had an idea.
I had to come up with a strategy even more powerful than his.
So in order to win,
I just needed to figure out where the rest of the cards were located.
If Kikuchi can figure out where the Joker was placed in the deck,


Let's begin our eighth hand.
Please ready your antes.
WAIT A MINUTE!
Eh!?
We could see them right as you used a Hindu shuffle!
The cards were visible!


WHA—!!?
That's why he's so far ahead in the lead!!
In fact, Kikuchi here has been watching the cards and memorizing their positions during each of your shuffles.
What false accusation?
Is no reason to start making up false accusations!!
N-Now, just because you are losing...
If not, there's no other reason that can explain the strange way you've been playing.
It's clear as day that you know where the Joker is located.



Vnighty

Tokuchi is stated to have multiple abilities that no-one in the world have, specifically for CPI we saw his pitching adaptability:
Rather than deciding what ball to pitch before the motion, as the normality does, Tokuchi keep observing in-mid-motion the batter's moviment and only at the actual moment of release, when he effectively throws the ball, he decides the type of pitch.
Let's see what this entails:

Upon discerning the feat in the said two phase, we see in former:
•Tokuchi observes, analyse and reason out to predict with an absolute accuracy the hitter's batting form as he if was literally mind reading, as stated.
In this phase, these are the least cognitive tasks he has to perform, and for each of them I'll provide their respective application:
-It stated by Takami that Tokuchi can read the moviments which portray people subconscious, these motion are mostly micro-moviments which timeframe falls usually under 1/5 or 1/25 of a second.
For instance here are some of his visual processing abilities:

• The right handed batters unconsciously open their shoulders up when Yoshida's underball is coming towards them
• The left handed batters unconsciously weaken their steps when Yoshida's underball is coming towards them diagonally for fear.

From the pitcher to the batter, a ball takes on avarage speed, 0.4s and such unconscious motions occur nearly the batter, making them effectively micro-moviments.

•He can read if a batter is not going to swing and therefore throwing an easy ball that even a kid could catch, this is something normal people can't do and stated to be somewhat magic.
.
•He can detect abnormality from a batter's form just solely from how they hold their bat (for example when the Mariners' teams switched their own bat with Brooklyn's which weights more, but it had be concealed therefore adapted to it)
•He can detect how the batters are trying to conceal their emotions, hence misdirecting Tokuchi given his own ability (this feat), this is literally the definition of micro-expressions where voluntary and involuntary expression are in contrast with each other.
This whole paragraph is this prove that Tokuchi can read micro-expressions with an extension to moviments as well.

•He analyse previous actions and compare them to the current motions which are in parallel to Toua's pitching motion, through his working memory.

This operation's timespan is equal to Tokuchi's pitching motion's which is stated to be around 1,3s.

In the second phase, posteri to what asserted just now, he decide accordingly what type of ball to pitch:
The task involved here are;
-Decision Making
-Motor Coordination
-Decision implementation

The timeframe here is measured as a form of a mathematical problem of this type:
Since I can't take the statement literally, I'll use the most intuitive small object as reference which is human's hair, as small as 0,05mm.
Tokuchi's balls' speeds are on average 130Km/h and to reach the said space, whilst omitting the acceleration we got a number equal to $1,4 \cdot 10^{-6}$ seconds, the problem is postulated with two spaces, point A and Point B and since we only need point A, we necessary need to divide the said result by two ->
$7 \cdot 10^{-7}$ seconds.
This is the quantification of the actual moment of release.

The lowest interpretation possible would still be above 0,0001s because it outperforms Takami, someones who can see through Tokuchi's low and high rotation balls, which normally to see those, you need high speed cameras which can go up to 10000 fps.
On top of the fact that Takami only needs the visual component unlike Tokuchi's, which is way easier.

Sarai note: cant send scans :((file type unsupported or sumn, anyways he js sent some scans to support tokuchi's feat here

<@1398842013092282448> You may go, unfortunately I got busy today, resulting in a weak structure and not addressing your feat.
Wasted reply of mine due to the timelimit.

If you need scans for the examples I gave, you may ask

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-It stated by Takami that Tokuchi can read the moviments which portray people subconscious, these motion are mostly micro-moviments which timeframe falls usually under 1/5 or 1/25 of a second.

Where does it stated to be subconscious movements? Observing batters hand or his movements are not micro-moviment.

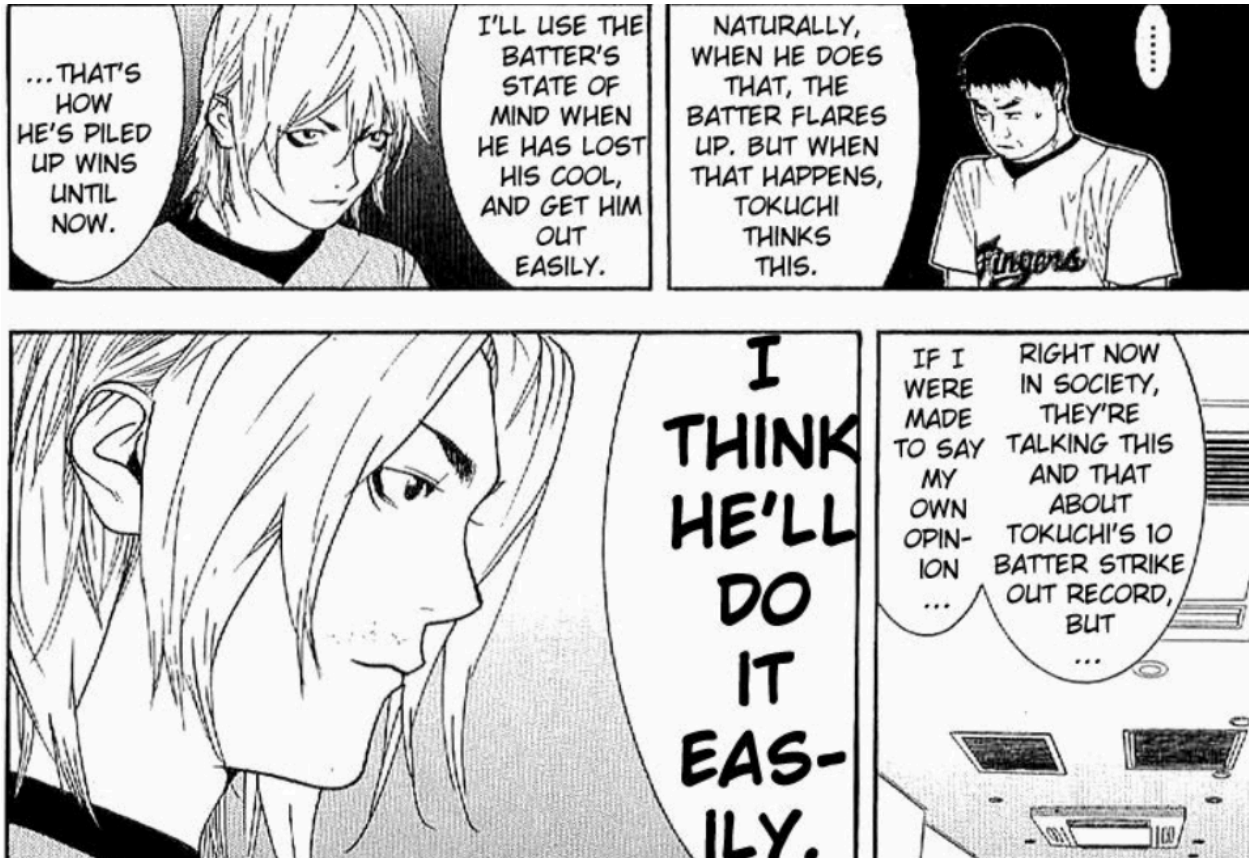
For instance here are some of his visual processing abilities:
**• The right handed batters unconsciously open their shoulders up when Yoshida's underball is coming towards them **
• The left handed batters unconsciously weaken their steps when Yoshida's underball is coming towards them diagonally for fear.

Can you show me the scans for these two?

From the pitcher to the batter, a ball takes on avarage speed, 0.4s and such unconscious motions occur nearly the batter, making them effectively micro-moviments.

Scans? Also where did you get 0.4s? We cant assume the process since what I see from scans we only see Tokuchi observing his opponent and reading his mentality when I looked more I saw there are other factors like Tokuchi thinks like Tokuchi throwing pitches based on thinking like "he will lose his cool so I can win with this pitch" the reading mentality from what I see is much likely based on these I dont really get where did you get things like micro moviments and times and Tokuchi looks for opponents habits since Its stated multiple factors we cant assume he did all of these required (or some spesific factors) at single pitch. Also to note noticing micro-moviments is a perception process. How do you relate this to CPI?


HIS DEM-ONIC INSI-GHT.
GREA-TEST WEA-PON IS ...
HE READS THE BATTER'S HABITS AND STATE OF MIND, AND MISSES THE CENTER OF THE BAT WITH CERTAINTY. IF THE BATTER DOESN'T FEEL LIKE HE'S GOING TO BAT, HE PITCHES A POWERLESS STRAIGHT DOWN THE MIDDLE A GRADE SCHOOLER COULD HIT.
BUT TOK-UCHI IS DIF-FER-ENT.
IF IT'S JUST MAKING THE BALL MOVE STRANGELY, THEN IT'S THE SAME AS THE MOVING BALL PITCHERS THAT ARE OFTEN IN THE BIG LEAGUES.
!!



•He can detect abnormality from a batter's form just solely from how they hold their bat (for example when the Mariners' teams switched their own bat with Brooklyn's which weights more, but it had be concealed therefore adapted to it)
•He can detect how the batters are trying to conceal their emotions, hence misdirecting Tokuchi given his own ability (this feat), this is literally the definition of micro-expressions where voluntary and involuntary expression are in contrast with each other.

Yeah I need scans for these two too first one makes Tokuchi a carefull observer but I don't find this impressive because the way the batter holds the bat is a visible variable for the batter, enemy and for his team.

•He analyse previous actions and compare them to the current motions which are in parallel to Toua's pitching motion, through his working memory.

Scans showing Tokuchi doing this? And why it is a cogntive process.

This operation's timespan is equal to Tokuchi's pitching motion's which is stated to be around 1,3s.

I want scans for this too.
The timeframe here is measured as a form of a mathematical problem of this type:

Since I can't take the statement literally, I'll use the most intuitive small object as reference which is human's hair, as small as 0,05mm.
**Tokuchi's balls' speeds are on average 130Km/h and to reach the said space, whilst omitting the acceleration we got a number equal to $1,4 \cdot 10^{-6}$ seconds, the problem is postulated with two spaces, point A and Point B and since we only need point A, we necessary need to divide the said result by two -> **
$7 \cdot 10^{-7}$ seconds.
This is the quantification of the actual moment of release.
The lowest interpretation possible would still be above 0,0001s because it outperforms Takami, someones who can see through Tokuchi's low and high rotation balls, which normally to see those, you need high speed cameras which can go up to 10000 fps.

Okey so this is completely nonsense did you assume Tokuchi need to do all of these mathmetical process? Well this is much unlikely and you cant assume the process when manga didnt show it to us. I dont really get why you calculate it through human hair? **someones who can see through Tokuchi's low and high rotation balls** show me scans for this. **Tokuchi's balls' speeds are on average 130Km/h** for this too.The length and time you provided doesnt had to be necessary means that Tokuchi do this calculations. Prove this to be cognitive process. This is much likely means Tokuchi's motor coordination such as wrist rotation, finger angle, throwing angle, pressure etc. this makes Tokuchi very good in motor skills but that doesnt means Tokuchi consciously calculated this to be a CPI feat and completely against ecree. Not a single panel showing this. And I dont think you explained why you did this mathematical problem, the result you got and what do you got with getting the actual moment of release what does this prove etc.

Vnighty

Tokuchi:
Where does it stated to be subconscious movements? Observing batters hand or his movements are not micro-moviment.
Chapter 21-22 but It doesn't really matter as long as I prove he can read micro-motions, as I infact did. Simply by asserting that a hand or his overall moviments are not micro-moviments even before reading the following examples (ergo your act of asking me scans for them) is blatantly an appeal to incredulity, you didn't even bothered.
Mind you, if a batting position is so evident, there would be no need for such an unrealistic ability and everyone would be easily able to counter those bats.
You're straight up contradicting the narrative and literally how baseball works.

Can you show me the scans for these two?
Sure.

Scans? Also where did you get 0.4s?
Sure, it's the same scan for the former two examples. I got 0.4s from a simple calculation. On an avarage speed (≈130Km/h), the ball takes 0,4 seconds to reach the batter from the pitcher. It's

literally what I wrote originally. You have even asked me later the scan for Tokuchi general speed which is the most trivial and unimportant data out there. He is even slower than the avarage pitcher lol. His pitching motion speed too, why that would even bother you, you may just take it or assume a general value. Negative points tracking.
.
We cant assume the process since what I see from scans we only see Tokuchi observing his opponent and reading his mentality when I looked more I saw there are other factors like
I didn't assumed anything, your concernes are literally debunked in scans youself sent, sensing whether a batter is gonna or not swinging the bat is itself beyond normal comprehension, as literally portrayed there.
And if the opponent allows some facilitation to Tokuchi due to, for instance, losing your own cool, that alone doesn't debunk the feat by any mean, a Nirvana's fallacy.
You do realize it still requires an indepth percention but most importantly the decision of where the ball shall be thrown at?
[Also the scan that specifically states Tokuchi observes the batter's hand already suggestes a process, you just forgot it]

Also to note noticing micro-moviments is a perception process. How do you relate this to CPI?
The core part of CPI is the acquiring speed of visual information (and overall cognitive tasks); visual scanning/perception/stimuli.
That's not only self-evident but it's the core of your feat as well. Negative points tracking.

Yeah I need scans for these two too first one makes Tokuchi a carefull observer but I don't find this impressive because the way the batter holds the bat is a visible variable for the batter, enemy and for his team.
Chapter 21-22, the batter grip is naturally visible but can they detect any micro variations, for example whether the batter is deliberately trying to conceal the fact he's not holding his personal bat? Show me but you can since it's a blatant strawman.
.
Scans showing Tokuchi doing this? And why it is a cogntive process.
Chapter 150-151, and again, a cognitive task completion ergo a mental operation is the core of CPI, something involved in your feat too.
Since previously you were doubtful about the process, here's what Takami explains in those chapters, and what that conveys:
Tokuchi pitches the ball above the batter's trajectory half line, this obviously entails him detecting where that abstract line is allocated, naturally Pattern Recognition is involved for such operation, therefore every batter's height & batting position (body bending & hand bat grip) which contribute to one's line trajectory, have to be evaluated. Independently by whether the batter is a guesser or adapter, they don't have a fixed position due to Tokuchi's abnormality (of no needing sign exchange) given the high variety of his straightballs. Mind you this is only based on Tokuchi's slow speed, high spin balls, vice versa is what happened during the first Lycaons vs Mariners match up.
For example; if a batter holds a random position, Tokuchi actively recognizes and retrieves such position registered in his short memory and its relative trajectory line, then he reconnects it to

the former's current position through working memory, let's say that random position was inherent to a 12 spinball, Tokuchi will pitch accordingly a 15 spinball or something around.

-A judgement will naturally need a prior process, weather it's intuitive or inferential (in this case the latter as I showed), that's what the observations are for, and if the previous point wasn't enough, let's see the level of reasoning that is put in another occasion, chapter 21-22 which essentially synthesizes the operation.
.
P1- 3 batter's menages to hit Toua's ball once per one swing each.
P2- Brooklyn doesn't manage to hit.
P3- Former three batters had Brooklyn's bat (pattern recognition)
P4- The fifth batter, Takami shows unconsciously the micro-expression contrasting his real intention.
(The former 4 batters didn't show such relative expression due to Takami's indications but another one, which is why Tokuchi kept pitching a fixed lowspin straight)
C- Takami will try to hit a regular straight rather than a lowspin straight.
(Micro-expressions pattern recognition)

Okey so this is completely nonsense did you assume Tokuchi need to do all of these mathmetical process?
Because you completely misunderstood every here said, this is a big strawman.
He did not do these mathematical processes, the mathematical problem is simply the way in which i postulated the calculation to qualify "the actual moment of release, when he throws the ball", and you literally got that in the last sentences of yours. How did you humbled this.
If I had to take the statement literally in a temporal and spatial point of view, the gap would be numerically nearly infinite, that's why I used an object familiar to us, so we could remain in the realisms (Hair's breadth)
I'll repeat the cognitive processes involved in this second phase more in-depth, remember that the acquisition of visual information aka inputs (first phase), is the process for the release of an output (second phase):
(scans for these -> ch150-151)
.
- He decides the type of ball to pitch accordingly to what studied in the first phase, it is upheld few categorical balls; low speed w/ low spin, high speed w/ high spin ball, low speed w/ high spin, high speed w/ low spin and lastly the normal neutral straight with irrilevant speed.
His ball's speed generally goes in-between 110 Km/h & 130 Km/h. Lowspin ball generally goes from 6 to 11 spins whilst highspin balls from 18 to 23 spins, and last mediumspin balls from 12 to 17 spins.
[Irl datas would suggest; 4 to 12 for lowspin, 13 to 15 for mediumspin, 16 to 24 for highspin, but since it's something very trivial, let's just assume for simplicity a difference of 5 for each of them]
Normal straight balls are pitched when he senses with this ability the fact the batter is not going to swing the bat, needless to say it's not something normal pitchers can do, otherwise everyone of them would pitch powerless balls in case.

- Everytime he starts the motion, initially he holds the ball in a fixed straightball, the statement asserts that only in the second phase Tokuchi decides the kind of ball, naturally the said decision must be implemented. In such a small time, he coordinates his hand upheld on prior visual input acquired, from a neutral grip to one of the dozens of combinations.

The statement about Takami's visual dynamic is somewhere around those chapters too, but it's needless since he literally detected the ball.
High speed cameras are used for micro-expressions too.
10000fps perhaps is a bit of an exaggeration considering we don't know how detailed are the visual stimuli, somewhere around 500fps - 10000fps more seems fit, remember this is the range of the lowest interpretation possible, actually even a bit lower since he gets outperformed countless time.
.
Akiyama:
So we discern two phases in your feat two.
The first one being from 8th round start to end, and second one being simply the shuffle timeframe (since it's upheld in the 8th round).

First thing first asserting that the cards have no connection is blatantly incorrect and it wouldn't allow any pattern recognition which straight up contradicts Akiyama verbatim.
They are in a fixed position.
The mental calculations are incredibly simple, few additions and subtractions.
For instance:
1)The card on the bottom is mentally numbered 1
2)You perfect shuffle 1 time, therefore you blatantly see its position being climbed by 1 (and so on as the pattern says)
3)You draw the bottom 2 card and it's an joker
4)You can easily infer that the joker is first in position since it has been shuffled only once.
5)From this scheme you can pattern the rest and infer the rest card positions.

You didn't gave the timeframe for a whole match but it's indeed irrilevant.

Now, in the second phase, all you need to do is to remember the patterns solely, and as you can clearly, it's about multiply the first by 2, 4, 8, 16 ... These are simple calculation once you find the scheme. There's no need to remember 136 cards.
Also you didn't gave the timeframe for the shuffle but let's just assume it's something around 30 seconds.

In COMPARISON:
Tokuchi's processing speed is about $4 \bullet 10^7$ times faster than Akiyama's.
The complexity of cognitive tasks made by Tokuchi are absolutely way more harder than Akiyama's simply additions.

The cognitive flexibility required is just ridiculous for Tokuchi; from observation to analysis to reasoning to decision making to implementations. And what about Aki? Simple calculations and few cards to remember.
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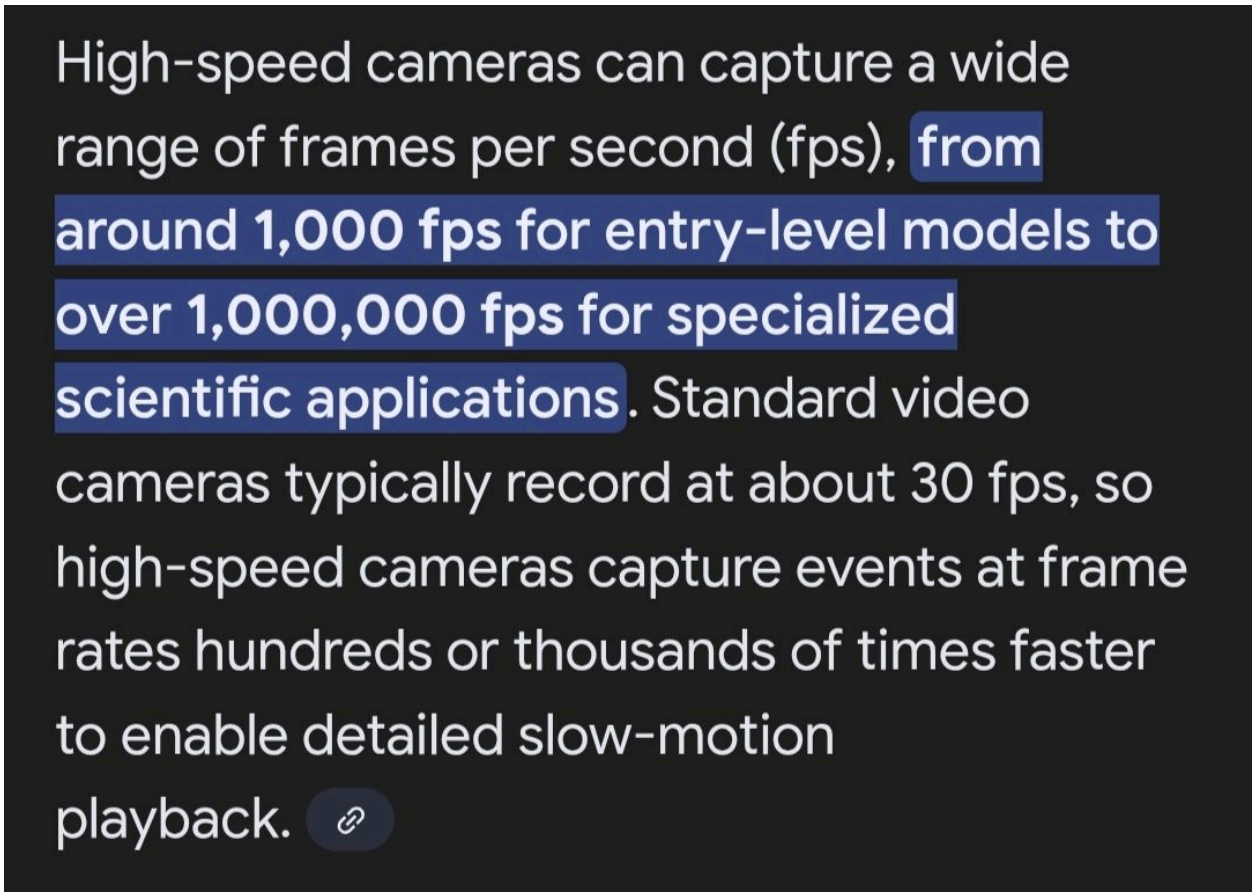
Working Memory Index

The Working Memory Index (WMI) measures attention, concentration, and working memory. The WMI consists of two primary subtests, Digit Span (DS) and Arithmetic (AR), and the supplemental Letter-Number Sequencing (LN). The DS subtest includes three tasks: Digit Span Forward (DSF), Digit Span Backward (DSB), and the new Digit Span Sequencing (DSS). DSF measures short-term memory, not working memory. DSB and DSS measure auditory working memory. The current reformulation of the AR subtest represents a substantial transformation from previous editions and is a much improved measure of working memory. Compared to its predecessors, the WAIS–IV AR subtest contains reduced verbiage in the word problems, fewer items with time bonuses, and simpler numerical calculations with more steps, reducing the pull of mathematical skill and increasing the activation of working memory.

Processing Speed Index

The Processing Speed Index (PSI) measures the speed of mental processing, using visual stimuli and graphomotor skills, and is related to the efficient use of other cognitive abilities. A weakness in simple visual scanning and tracking may leave a patient less time and mental energy for the complex task of understanding new material. The PSI includes the core Coding (CD) and Symbol Search (SS) subtests and the supplemental Cancellation (CA) subtest. Cancellation is similar to previously developed cancellation tasks designed to measure processing speed, visual selective attention, vigilance, perceptual speed, and visual–motor ability (Bate, Mathias, & Crawford, 2001; Geldmacher, Fritsch, & Riedel, 2000; Sattler, 2008; Wojciulik, Husain, Clarke, & Driver, 2001). Cancellation tasks have been used extensively in neuropsychological settings as measures of visual neglect, response inhibition, and motor perseveration (Adair, Na, Schwartz, & Heilman, 1998; Geldmacher et al., 2000; Lezak, Howieson, & Loring, 2004; Na, Adair, Kang, Chung, Lee, & Heilman, 1999). Relative to the WISC–IV version of CA, a decision-making component was added in the WAIS–IV to place more complex cognitive demands on examinees. The patient must simultaneously discriminate both the color and the shape of the stimuli and inhibit responding when only one of the two features is present.

Microexpressions cannot be controlled as they happen in a fraction of a second, but it is possible to capture someone's expressions with a high speed camera and replay them at much slower speeds.[3] Microexpressions express the seven



Also don't forget this one.
Next reply should be your last one.
Nvm, it seems we still have two exchanges of refutations

Aksen1f

**Chapter 21-22 but It doesn't really matter as long as I prove he can read micro-motions, as I infact did. Simply by asserting that a hand or his overall moviments are not micro-moviments

even before reading the following examples (ergo your act of asking me scans for them) is blatantly an appeal to incredulity, you didn't even bothered. **
Mind you, if a batting position is so evident, there would be no need for such an unrealistic ability and everyone would be easily able to counter those bats.
You're straight up contradicting the narrative and literally how baseball works.

I ask scans to prove micro-motions but you say it doesnt matter because you already proved it? How can you prove without scans lol. Your argument is against micro expression definition you cant call everything micromoviment without the timeframe you give for your first example (1/5 second 1/25 second) its by definition is expression on someones face. I assume you mean microexpression when calling micromoviment since in your first argument you claimed 1/5 second 1/25 second and its for microexpression? So no none of the things you give are micro expression. Ok so asking me to read whole 21-22 chapter instead of showing me few scans is not very pleasuable. But I did read but what I saw from chapter 21-22 is Tokuchi mind reading (like I give how Tokuchi does it at my second argument) as for your shoulders claim this doesnt make it to be a microexpression. First of all since its described as "general status" Tokuchi can analyse this situsation through lots of games and can detect this with looking it more and more we dont know he detected this right at the match. Second it doesnt mean it only appears for 1/5, 1/25 second since definition is for facual expressions and just because they unconsciously open their shoulders doesnt mean it only appears a few seconds. Its much likely because how they get used to it, their habit since your scan shows no timeframe you cant assume timeframe.

Also your **Mind you, if a batting position is so evident, there would be no need for such an unrealistic ability and everyone would be easily able to counter those bats.** claim is very bad. Because I never claimed batter claimed to be evident do you claim since its not evident it is %100 microexpression? Thats blatantly false. Second where did you got Tokuchi having "unrealistic ability" Takami's statement is "normal people cant do it" this can be interpretend as Takami and the others who arent good in observation, reasoning or mind reading ability like Tokuchi cant do this. But skilled persons can. It never stated you need unrealistic ability its just stated normal humans cant do it. Also probably Takami's statement is maded for Tokuchi's "mind reading ability" which is a reasoning process like Tokuchi did and explained at my second argument not reading microexpressions (if you have scans for it I would like to see it but it seems you dont have) everyone can observe their opponent, everyone can observe batters hand but if others cant do it while Tokuchi can it means Tokuchi is just better than others it doesnt prove Tokuchi readed micro moviments.

I dont find where it stated to be unconscious process for left handed ones. Weaking their steps is a conclusion maded after analysing their whole actions over and over time and basic conclusion after seeing they fail everyime I dont see reading microexpressions at here?

**Sure, it's the same scan for the former two examples. I got 0.4s from a simple calculation. On an avarage speed (≈130Km/h), the ball takes 0,4 seconds to reach the batter from the pitcher. It's literally what I wrote originally. You have even asked me later the scan for Tokuchi general speed which is the most trivial and unimportant data out there. He is even slower than the

avarage pitcher lol. His pitching motion speed too, why that would even bother you, you may just take it or assume a general value. Negative points tracking. **

Ok I get it I just ask scans to be sure your calculations maded under the things explained in the manga not from assumptions I dont understand why you get so offended.

I didn't assumed anything, your concernes are literally debunked in scans youself sent, sensing whether a batter is gonna or not swinging the bat is itself beyond normal comprehension, as literally portrayed there.

Yes you assumed just like you did in here. Having higher comprehension than normal comprehension doesnt means Tokuchi readed micro-motions. And you assumed one more thing because your CPI argument maded under sensing micromoviments via his timeframe having "not normal comprehension" have nothing to do with supporting your argument since its not a proof for Tokuchi reading micromotions.And the scans I provide debunks your point because Tokuchi's ability explained as "insight" and this ability explained in the scans by "reading state of opponent" not reading microexpressions. Reading others thought. It never explained Tokuchi readed others mental state via microexpressions so yes you are assuming in here.

And if the opponent allows some facilitation to Tokuchi due to, for instance, losing your own cool, that alone doesn't debunk the feat by any mean, a Nirvana's fallacy.
You do realize it still requires an indepth percention but most importantly the decision of where the ball shall be thrown at?
[Also the scan that specifically states Tokuchi observes the batter's hand already suggestes a process, you just forgot it]

Okey so having much more things Tokuchi can do reduces the cognitive load since you dont have to do it with that exact way. Yes Tokuchi does observe a hand but not micromotion? Your hand in this case like where did you angle shows where do you want to throw your ball and since Tokuchi can observe this yes he is a good observer but not micromotion reader. You also have to prove Tokuchi readed the motion just before he release its much likely via observing his hand until the last moment (Tokuchi doesnt conclude just from the last moment Tokuchi concludes what he sees UNTIL the last moment), experience, intutution, mind reading ability, analysis etc. this isnt proof of reading micromotion once again.

The core part of CPI is the acquiring speed of visual information (and overall cognitive tasks); visual scanning/perception/stimuli.
That's not only self-evident but it's the core of your feat as well. Negative points tracking.

First of all the definitions you used are from WAIS IV (which is the old model we have WAIS-5) second by the primary tests for full scale iq regarding the PSI is coding and for WMI digit sequencing. The perception in this case doesnt relate to both. The definition you used and where you get visual scanning is from Cancellation subtest (that also effected to the general definition WAIS IV used) which current WAIS 5 model doesnt have. Further in PSI we use basic

things like everyone can do to significantly focus on PSI part aka cognitive. In PSI subtests our brain focuses on the cognitive task while reading microexpression in this case not. Reading microexpression in this case related to psychological, and not focuses to cognitive part. People when sensing microexpressions they dont know they sense because they dont know what it means. Sensing the emotion from here is perception process. The article I provide clearly states people can accurately sense facial expressions. And states we process automatically without conscious awareness (I think this already proves why we cant use this for CPI feat you need to use basic things like memorising card, processing numbers for looking cognitive ability microexpressions are clearly againt this in this case we also have lot of things to discover in this topic) so ye we need to seperate perception and cognitive ability.
https://sites.lsa.umich.edu/wp-content/uploads/sites/224/2015/01/prestonstansfield2008.pdf

Chapter 21-22, the batter grip is naturally visible but can they detect any micro variations, for example whether the batter is deliberately trying to conceal the fact he's not holding his personal bat? Show me but you can since it's a blatant strawman.

Sure show me where did Tokuchi detect micro expression.

Chapter 150-151

I check both chapter but cant find the thing you claimed.

Takami's explanation

I dont really get your explanation. Where is the scans of the process Tokuchi did? In chapter 150-151 they basically trains with the machine who can pitch like Tokuchi. And the thing you explained much likely if we validate is ltm since the position they generally do and he uses that etc. but I dont really understand where do you get whole these explanations when I dont see it in manga. The only thing they explains is their baseball habit that explains why they cant hit Tokuchi's pitches they try to solve this problem how tf you get those explanations from the manga? What is abstract line? No he dont need to consider this facts to throw that line its motor skills and ability you gain via experience playing baseball you dont need to calculate it. Why do he need to consider batters height, batting position? Tokuchi literally senses it and throws pitches based on his motor skills not via his mental ability. Batter holding a position is ltm not wmı why Tokuchi needs to retrieve informations when he can already create new one without knowing the past ones? Where does it explained since I didnt saw it? Literally the reason they cant hit is their baseball habits they all have

P1- 3 batter's menages to hit Toua's ball once per one swing each.
P2- Brooklyn doesn't manage to hit.
P3- Former three batters had Brooklyn's bat (pattern recognition)
P4- The fifth batter, Takami shows unconsciously the micro-expression contrasting his real intention.

(The former 4 batters didn't show such relative expression due to Takami's indications but another one, which is why Tokuchi kept pitching a fixed lowspin straight)
C- Takami will try to hit a regular straight rather than a lowspin straight.
(Micro-expressions pattern recognition)

Where do you get microexpression this is logical reasoning that have nothing connection to CPI. Even if we assume Tokuchi finded something strange about Takami via looking at him you cant assume he detected microexpression. And its actually not true the whole process is probably this:

P1: Batters normally cant hit my pitch.
P2: 3 batters did while Brooklyn didnt.
P3: It has to be because they are manipulating their thinking process.
P4: Since Brooklyn cant do it he should be have connection.
P5: Former three batters had Brooklyn's bat
P6: Since other 3 guys manage to do it and Brooklyn is the one who uses the bat the one who manipulate their thinking process should be the last possible guy.
P7: Takami manipulated their thinking process.
C: So Takami will try to hit a regular straigth rather than a lowspin straight.

Again you assumed Tokuchi managed to do this via reading "microexpression" no manga didnt showed it to us. The process is much likely what I write in here but it also again has other explanations intutution, sensory, insight, mind reading or perhaps he did to save the game since he will win anway "seeing microexpression" is assuming and you do this again just like you did to your entire argument.
Because you completely misunderstood every here said, this is a big strawman.
He did not do these mathematical processes, the mathematical problem is simply the way in which i postulated the calculation to qualify "the actual moment of release, when he throws the ball", and you literally got that in the last sentences of yours. How did you humbled this.
If I had to take the statement literally in a temporal and spatial point of view, the gap would be numerically nearly infinite, that's why I used an object familiar to us, so we could remain in the realisms (Hair's breadth)
**I'll repeat the cognitive processes involved in this second phase more in-depth, remember that the acquisition of visual information aka inputs (first phase), is the process for the release of an output (second phase): **
(scans for these -> ch150-151)

First of all if I misunderstood your argument its probably because your explanation kinda lacks what to explain. Please try to make your argument more understandable especially in this part. Yes I understand you made those calculations to get the actual moment of release but I dont understand what does it prove.
If I had to take the statement literally in a temporal and spatial point of view, the gap would be numerically nearly infinite, that's why I used an object familiar to us, so we could remain in the realisms (Hair's breadth)

How does it equal to nearly infinite and where did you get this? If you assume Tokuchi did the required cognitive process in this exact timeframe what are the panels supporting your claim? To find a distance timeframe should be explained in the manga but it didnt where did you assumed it 💀

Normal straight balls are pitched when he senses with this ability the fact the batter is not going to swing the bat, needless to say it's not something normal pitchers can do, otherwise everyone of them would pitch powerless balls in case.

Everytime he starts the motion, initially he holds the ball in a fixed straightball, the statement asserts that only in the second phase Tokuchi decides the kind of ball, naturally the said decision must be implemented. In such a small time, he coordinates his hand upheld on prior visual input acquired, from a neutral grip to one of the dozens of combinations.

Absouloutely not. Tokuchi makes his decision through the whole pitching process. Not just before throwing pitch batters show their status of what to throw through whole action not just throwing part to claim he did all the process at that exact time you need to prove that. The manga explanation is to show Tokuchi allways makes sure to gain information (not just last second) at after gaining all informations he throws not like he did all the calculatians at the timeframe you got this isnt explained in the scans+agains ecree. What are the scans providing your claim? For his hand he can do it ye but it most likely because Tokuchi's experience, intutution, motor skills not his cognitive ability. Since Tokuchi already stated he also lacks study knowledge.

The statement about Takami's visual dynamic is somewhere around those chapters too, but it's needless since he literally detected the ball.

I couldnt find can you send? You mean where Takami hit one of Tokuchi's pitches? How do we upscale Takami to 500-100000fps based on this? If you upscale it via the infinite thing rebunk this at first and how does Takami help for upscaling Tokuchi in here? How does Takami upscales Tokuchi cognitvely?

Aki's feat



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Ye I didnt give timeframes but they most likely not that high comparing to 5 minute break. But the main thing in here is timeframe is limited and what Aki did etc.
Also I want to add something Aki stated he panicked:

Aki is in a situation he have not experienced before makes his cognitive flexibility and cognitive load better.
Aki panicked halway through so fear in this case upscales Akiyama too.

Abstract

Although a strong psychoneuroendocrine linkage exists between stress, glucocorticoids and memory, the relationship is not always straightforward. Eighty-eight effect sizes and 1642 participants from 28 studies were meta-analyzed for the effects of stress on memory performance and glucocorticoid activation. Analyses showed that stress was associated with glucocorticoid activation and declarative memory decline. In animal studies, predator stress affected memory performance more than physical stress. In human studies, males showed higher cortisol levels than females in response to stress. Further, the correlation between cortisol levels and memory deficits was stronger in studies using laboratory stressors than those examining long term effects of chronic exposure to rising basal levels of glucocorticoids and chronic life stressors. It was concluded that, although the relationship between stress, glucocorticoids, and memory loss was empirically supported, there were other factors, such as stress condition and gender, as well as individual differences within groups, that influenced the association between these variables, and warrant further examination.

Abstract

The relationship between stress and working memory (WM) is crucial in determining students' academic performance, but the interaction between these factors is not yet fully understood. WM is a key cognitive function that is important for learning academic skills, such as reading, comprehension, problem-solving, and math. Stress may negatively affect cognition, including WM, via various mechanisms; these include the deleterious effect of glucocorticoids and catecholamines on the structure and function of brain regions that are key for WM, such as the prefrontal cortex and hippocampus. This review explores the mechanisms underlying how stress impacts WM and how it can decrease academic performance. It highlights the importance of implementing effective stress-management strategies to protect WM function and improve academic performance.

Working memory

Executive brain processing refers to high-order neurocognitive processes essential for planning, directing, and monitoring behaviors that facilitate learning and goal achievement (Diamond, 2013). They also govern core cognitive functions, such as WM and inhibitory control (Diamond, 2013). Cognitive factors are important for academic performance, including WM (Siquara et al., 2018). WM is a core cognitive function that involves the ability to cognitively store and actively utilize information over brief periods (Baddeley, 2010). It plays a crucial role in regulating and coordinating the functions needed for decision-making (Baddeley, 2010). According to this definition, WM is an active process that requires memorizing and using acquired information to reach a desired outcome (Aben et al., 2012). A prime example of WM is solving mathematical problems. To solve these types of problems, an individual must hold numbers in their mind while simultaneously applying specific arithmetic laws to find the solutions. WM is strongly correlated with performance in essential academic core skills, including reasoning abilities (Yin et al., 2020). The effectiveness of WM processing is influenced by factors such as emotional state, contextual factors, and specific goals (Blasiman & Was, 2018).

WM is not controlled by a single area in the brain; rather, a diverse neural network, including regions such as the hippocampus (Leszczynski, 2011) and the prefrontal, parietal, and cingulate cortices (Chai et al., 2018), influences it. Different brain circuits are responsible for specific types of memory, such as spatial and object memory. The dorsal system is involved in spatial memory, whereas the ventral system is responsible for object memory (Van Polanen & Davare, 2015). The connectivity between these regions is important for efficient WM processing and allows for the integration of information from different sources. WM engages brain regions such as the frontoparietal brain areas, the dorsolateral prefrontal cortex (DLPFC), and the parietal cortex (Chai et al., 2018). Subcortical regions, such as the midbrain, also play a role in this processing (Chai et al., 2018). In addition to memory-specific areas of the brain, other areas that perform non-memory functions also contribute to WM processing. For example, the cerebellum, which is responsible for regulating motor control, interacts with WM cortical areas (Tomlinson et al., 2014). Similarly, areas responsible for aversive emotions, such as the amygdala, can contribute to differences in WM performance between individuals (Peinado-Manzano, 1990).

Stress

Physical and psychological stressors that disrupt the body's normal balance result in a stress response. Stress can manifest as emotional, cognitive, behavioral, or physical symptoms, regardless of the stressor (Attia et al., 2022). Although both acute and chronic stressors can be disruptive, chronic stress is generally more deleterious (Schneiderman et al., 2005). Early-life stressors are major risk factors for comorbidities during development as well as later in life (Shapero et al., 2014).

The body's response to stress is mediated by two systems: the neural (sympathetic) and the endocrine systems. The sympathetic nervous system produces a rapid and short-lived reaction, triggering the fight-or-flight response by releasing two chemical neurotransmitters: adrenaline and noradrenaline. By contrast, the endocrine system responds slower, but the response lasts longer and is mediated by the hypothalamic–pituitary–adrenal (HPA) axis (McEwen, 2017). The HPA axis is activated by the secretion of corticotropin-releasing hormone (CRH) from the paraventricular nucleus of the hypothalamus, which stimulates the anterior pituitary gland to release adrenocorticotropic hormone. This in turn stimulates the adrenal cortex to produce and release glucocorticoids (McEwen, 2017). After the stressor is removed, a negative feedback mechanism is initiated in which glucocorticoids inhibit further CRH release, ultimately stopping the stress response (McEwen, 2017).

Stress can impact cognitive functions required for academic performance, including WM (Sandi, 2013). Although mild stress can create motivation to learn and improve WM performance (Lewis et al., 2008), excessive stress can cause more harm than benefit. This relationship is complex and depends on the intensity and duration of the stress encountered (Yu, 2023). An "inverted U" relationship has been proposed to describe the impact of stress on cognitive function: mild stress may be beneficial compared with no stress, but beyond an optimum level, memory begins to decline (Diamond et al., 1992).

The neuropsychological mechanisms of the impact of stress on WM

Stress can disrupt WM function in various ways. Stress impairs synaptic plasticity and affects the learning and memory processes (J. J. Kim et al., 2006). The hippocampus, a vital brain region for memory and learning, is especially sensitive to stress-induced damage (J. J. Kim et al., 2006). A recent study by Shields et al. (2019) explored the effect of stress on WM capacity versus its effect on WM precision. They found that stress impairs WM by reducing WM capacity, but it spares WM precision (Shields et al., 2019). Furthermore, consistent with cognitive models of mood disorders, stress can lead to an increase in non-task-related negative thoughts, such as worry (Ellis, 1990). In their meta-analysis, Zetsche et al. confirmed that rumination (i.e. repetitive negative thinking) is associated with deficits in discarding irrelevant information from WM (Zetsche et al., 2018). A review by Buschman (2021) discussed two types of thought interferences that negatively impact WM. One type occurs when interference arises from overlapping representations, which happens when two or more items overlap in WM. This type of interference impedes the ability to accurately decode information about individual items (Buschman, 2021). The second type of interference, which the author labeled competitive interference, occurs when the increased number of items required for WM processing leads to increased interference between their representations within the neural population of WM. Therefore, the accuracy of the first item presented decreases (Buschman, 2021). Another alternative mechanism underlying the impairment of WM under stress is the destructive effect of stress on sleep. Stress induces dysregulation in the sleep–wakefulness cycle, making it difficult to fall asleep and/or stay asleep (Kalmbach et al., 2018). WM performance is impaired under sleep deprivation (Xie et al., 2019) possibly through the selective impairment of emotional WM (Gerhardsson et al., 2019). Sleep deprivation is associated with altered neural activity, specifically in the parietal and frontal areas of the brain, which are key regions involved in WM (Frenda & Fenn, 2016).

Lastly, stress can impair individuals' ability to update affective information in their WM, particularly positive information (Luethi et al., 2008). This can be a form of maladaptive affective processing, as stressed individuals may experience a mental struggle in accommodating such information. This was also demonstrated in the context of depression in a study by Levens and Gotlib (2010). They compared 29 individuals with major depressive disorders with 29 controls performing a 2-back task, during which the participants were simultaneously presented with a sequence of neutral, sad, or happy faces. Individuals with depression were not only slower to disassociate from sad faces but also faster to disassociate from happy facial stimuli (Levens & Gotlib, 2010). A study by Hood et al. (2015) found that anxiety mediated the negative effect of acute stress on WM but only in participants who demonstrated high cortisol levels after acute stress exposure (Hood et al., 2015). A previous study investigating emotional WM capacity in a cohort of individuals with post-traumatic stress disorder (PTSD) found that participants were less likely to perform well on WM tasks when presented with trauma-related thoughts compared with neutral ones (Schweizer & Dalgleish, 2011). The authors concluded that such participants are unable to use WM effectively when presented with negative thoughts and suggested WMT as a potential method of improving WM capacity in these patients (Schweizer & Dalgleish, 2011).

Lastly, stress can impair individuals' ability to update affective information in their WM, particularly positive information (Luethi et al., 2008). This can be a form of maladaptive affective processing, as stressed individuals may experience a mental struggle in accommodating such information. This was also demonstrated in the context of depression in a study by Levens and Gotlib (2010). They compared 29 individuals with major depressive disorders with 29 controls performing a 2-back task, during which the participants were simultaneously presented with a sequence of neutral, sad, or happy faces. Individuals with depression were not only slower to disassociate from sad faces but also faster to disassociate from happy facial stimuli (Levens & Gotlib, 2010). A study by Hood et al. (2015) found that anxiety mediated the negative effect of acute stress on WM but only in participants who demonstrated high cortisol levels after acute stress exposure (Hood et al., 2015). A previous study investigating emotional WM capacity in a cohort of individuals with post-traumatic stress disorder (PTSD) found that participants were less likely to perform well on WM tasks when presented with trauma-related thoughts compared with neutral ones (Schweizer & Dalgleish, 2011). The authors concluded that such participants are unable to use WM effectively when presented with negative thoughts and suggested WMT as a potential method of improving WM capacity in these patients (Schweizer & Dalgleish, 2011).



As for the memorising part as I said it never stated Aki knew poker. To Aki to find a consistent pattern he need to memorise cards therefore to create the whole scheme. Yes he can find joker with that way but to do this to the whole other cards Aki had to memorise 17 card at the very least and see the consistent pattern and change the order and adapt in new round. I agree for your other part you dont need to memorise 136 cards I grant you on that. But it would be still above Tokuchi since you didnt proved validity of your feat.
<@837299134180491315> done

Vnighty



> Absouloutely not. Tokuchi makes his decision through the whole pitching process. Not just before throwing pitch

Tokuchi:
I ask scans to prove micro-motions but you say it doesnt matter because you already proved it? How can you prove without scans lol.
-This entire thing is not only a strawman of my arguments but of your own words funnily enough. You asked scans for the subconscious statement, not what are you trying to convey in this response, and since subconscious expressions doesn't necessarily entail micro expressions, I asserted its irrilevancy. Also nonetheless I gave you the scans for both your misunderstanding (micro-expressions) and the actual said question (subconscious expressions), both in chapter 21-22, so I don't really get what are yapping for.

-Nope, I call them overall micro-movements (or motions) because Tokuchi is not limited to micro-expressions (face) solely, but it's extended to the "whole" body too.
Can other bodily parts unconsciously trigger for the same timespan range of micro-expressions? Yes they can.
Can these unconscious trigger reveal contrasted informations? Yes they can.
Can these motions be visible through avarage visual dynamic? No they cannot.
If you have basic logical reasoning you can conclude that micro-motions can follow the same definition (or literally common sense, or as the examples I gave you, and let's not forget -you did- the last of them is specifically for micro-expressions)
.
-As for the shoulders and steps example, your first concern shouldn't exist in the first place as it directly contradicts the original statement but sure, too bad that was the first time we saw Yoshida playing and too bad that the said motions occur only with him due to his underhand pitches for its low and diagonal trajectory (he's literally the only one who can, the rest are upperhand pitchers), so yeah no "general status". Also, the timeframe is fixed, no matter how many times you watch it, if you're too slow you won't ever detect it, blatant non sequitor of yours. Since you keep asking scans for everything, how about you showing me him analysing such via experience? Or did you just assumed it.

As for your second concern, I completed my burden two times already, with you unable to understand them despite explicit indications.
From pitcher to batter, the ball takes ≈0,4s, and the said motions occur highly nearly the latter as shown in scan. There you go, and if they were highly visible as you originally suggested, there would be no need for a higher visual dynamic.
.
Because I never claimed batter claimed to be evident do you claim since its not evident it is %100 microexpression?
-I got no idea what this means in English.

Where did you got Tokuchi having "unrealistic ability" Takami's statement is "normal people cant do it" this can be interpretend as Takami and the others who arent good in observation, reasoning or mind reading ability like Tokuchi cant do this. But skilled persons can. It never stated you need unrealistic ability its just stated normal humans cant do it
-This might be the most fallacious assumption I've ever read in my life.
First thing first, they're called normal people in relation to Tokuchi's ability who's portrayed above and not because they're avarage; that's a basic sentence comprehension. So you're telling me in the entire world of professional baseball, there's not a single person who can read NON-micro and evident expressions (which is your stance), which makes them even below normal people, nice contradiction. Like you're literally asserting the feat is trivial and the other characters are just ass and can't do such banality lmao. And let's completely forget that Takami is actually a peak human in observation and reasoning as my fulfilled burden has shown previously.

Also probably Takami's statement is maded for Tokuchi's "mind reading ability" which is a reasoning process like Tokuchi did and explained at my second argument not reading microexpressions
-Here you have literally conceded the reasoning operation, something you were doubtful before, thank you. The rest is bs.
.
Everyone can observe their opponent, everyone can observe batters hand but if others cant do it while Tokuchi can it means Tokuchi is just better than others it doesnt prove Tokuchi readed micro moviments
-That's not what I argued in the first place but holy non sequitor and contradiction.
"Everyone can observe their opponent but they somewhat can't" lmao.

I dont find where it stated to be unconscious process for left handed ones. Weaking their steps is a conclusion maded after analysing their whole actions over and over time and basic conclusion after seeing they fail everyime I dont see reading microexpressions at here?
-You just can't read, Tokuchi was assessing both shoulder and steps for right and left handed batters respectively, the latter weaken their steps for fear.
As I argued before, if it's a basic conclusion, how batter's themself or their teammates never detected such banality. Not to repeat but those motions only occur with Yoshida, not even experience is involved thereby.

Ok I get it I just ask scans to be sure your calculations maded under the things explained in the manga not from assumptions I dont understand why you get so offended.
-Lmao, that was needless, you just didn't track.

Yes you assumed just like you did in here. Having higher comprehension than normal comprehension doesnt means Tokuchi readed micro-motions.
-😭 I imagine the judge reading ts, painful.
Strawman-ing my arg as if it was a non sequitor. You act like the several instances of evidence are non existing despite being untouched. For you, Tokuchi has telepathy.
Okey so having much more things Tokuchi can do reduces the cognitive load since you dont have to do it with that exact way.
-Yeah he can reduce the cognitive load but such situations are not guaranteed, irrilevant argument therefore.
Why would you assume a whole different prospect to portray an event that favors your interpretation when I already show my untouched evidences. As you asked to me, I'll have to ask the same for you thereby.
Ahh yes I gotta prove how Tokuchi can predict what stance is the batter gonna have without the latter even starting his motion yet, ahh. The whole analysis I brang for the batter's trajectory baseline entails non fixed position and necessary need to be visually seen in-motion. In fact you completely ignored that a batter's position is not static.
Tokuchi can read invisible stuffs ic ic.
Also, you do realize my evidences for him reading micromotions ended a while ago, you're connecting everything I say to that past burdern for some reason when at the moment i'm arguing other mental operations. And spoiler, my feat is not carried by micro-expressions. Time wasting.

First of all the definitions you used are from WAIS IV (which is the old model we have WAIS-5) second by the primary tests for full scale iq regarding the PSI is coding and for WMI digit sequencing. The perception in this case doesnt relate to both.
-All subtests for PSI include visual relation lol, like did you even bothered to search them? (See SS), intrinsically for WMI too where half of them requires a visual component.
PSI: measures how quickly and accurately an individual can process simple VISUAL information and complete tasks
WMI: a measure of an individual's ability to mentally hold and manipulate information, both verbal and VISUAL, to complete a task.
It takes you seconds to research ts.
Additionally you're specifically cherry picking the auditory one lol.
Man, it's literally common sense, how do you mostly gather informations, aside from the two said? You smell them perhaps? Are you trying to debunk your own feat which has its base on it too?
Brother in Christ, you do realize that simply reading a single sentence is a cognitive task?
Your act of bringing the article is completely timewasted and misunderstood by you.

We obviously passively gather datas, but the subtests literally requires concentration and mostly conscious selectiveness. Your supposition implies you can consciously understand whether you have automatically detected a micro-expressions which was passively gathered.
For Tokuchi, the mere fact he actively observes the batter's hand debunks your argument lol.
.
Sure show me where did Tokuchi detect micro expression.
-Bro really just dogded the request and reverted that to me😭
The request was asked upon your misunderstanding on how a grip gets judged by Tokuchi, you supposed its blatant evidence which obviously contradicts baseball's reality.

And the thing you explained much likely if we validate is ltm since the position they generally do and he uses that etc.
-I've already addressed everything in the last response, but you keep ignoring them as if you don't understand basic implications, do you want the same exact written process for literally EVERYTHING? Which not even Liar Game has, the bias here is insane.

No he dont need to consider this facts to throw that line its motor skills and ability you gain via experience playing baseball you dont need to calculate it.
-Like here you are assuming every players are the same, thereby with the same perception of trajectory baseline. You can't debunk anything and keep playing the experience cards. Takami, despite being several years more experienced than Tokuchi, has only detected it many months later their last matchup (rain game)
Those chapters state that the ball seemsly avoid the ball, do batters have the same batting trajectory? You do realize that there's a tollerance of stikezone? Just pitch a bit higher and you're done. If it's experience why only Tokuchi, who's even less experienced, can do that? Like you're just throwing random shit out of despair.

why Tokuchi needs to retrieve informations when he can already create new one without knowing the past ones?
-So you're suggesting he throws random ball out of his mind, without knowing whether the batter can pitch or not lmao.
Literally the reason they cant hit is their baseball habits they all have
-And how do you think he detects that???
Tokuchi literally senses it and throws pitches based on his motor skills not via his mental ability.
-Sense is based on motor skill and not mental ability, self evident contradiction.

Where do you get microexpression this is logical reasoning that have nothing connection to CPI.
-I'm not even trying anymore, it's hopeless.
Reasoning is a cognitive task, a mental operation. Ts is so trivial yet you still need an explanation despite being given several times.

Your interpretation of that inference has its conclusion being non sequitor. Aside from the premises being wrong, why couldn't Takami keep a low straight? Tokuchi is essentially gambling the pitch 50/50 for you. This is obviously not the case as the latter somehow did understand the former's intentions. Here's the passage you did not get. The former four batters' expressions where true because they had nothing to hide, they where indeed pitching for a normal straight but Brooklyn's batter weight made the bat seemsly for a lowball. Thereby no contrasting expressions appeared.
For Takami instead, he acted as if he was following his comrades, as he trapset, he was waiting for a normal straight.
While the rest of his team weren't lying, Takami did, semantically a micro-expression occur involuntarily in contrast to a lie and that's where Takami got detected despite the logical manipulation. And as you can see from the manga, there aren't other hits.

Yes I understand you made those calculations to get the actual moment of release but I dont understand what does it prove.
-It proves the timeframe of the second phase, what else, like you literally got it😭
And since you didn't attack the timeframe at all, ig it's conceded.
.
How does it equal to nearly infinite and where did you get this? If you assume Tokuchi did the required cognitive process in this exact timeframe what are the panels supporting your claim? To find a distance timeframe should be explained in the manga but it didnt where did you assumed it 💀
-I'm ngl, you just can't comprehend a single thing. I'm against the infinite thingy and I got that semantically.
Maybe because not everything need to be said?💀 But sure, coming from someone who need a direct statement to understand how much time a ball takes to get from a pitcher to the batter is not very surprising...
My calculations are invalid just because it is not directly stated, what a logic.

Absouloutely not. Tokuchi makes his decision through the whole pitching process. Not just before throwing pitch
-Direct contradiction of the verbatim statement. Told you can't track.
It's explicitly said he has not even decided what to pitch even during the pitching motion.
.
I couldnt find can you send? You mean where Takami hit one of Tokuchi's pitches? How do we upscale Takami to 500-10000fps based on this? If you upscale it via the infinite thing rebunk this at first and how does Takami help for upscaling Tokuchi in here? How does Takami upscales Tokuchi cognitvely?
-I'm not upscaling Takami😭, you really can't get anything if I don't guide you step per step (you can't either way).
Your own interpretation of the previous inference already uphold that Takami can see through Tokuchi's lowspin balls and in the last moment of ch22, Takami states Tokuchi has highspin balls too which is how he got countered. This means Takami got outperformed due to his insufficient CPI.

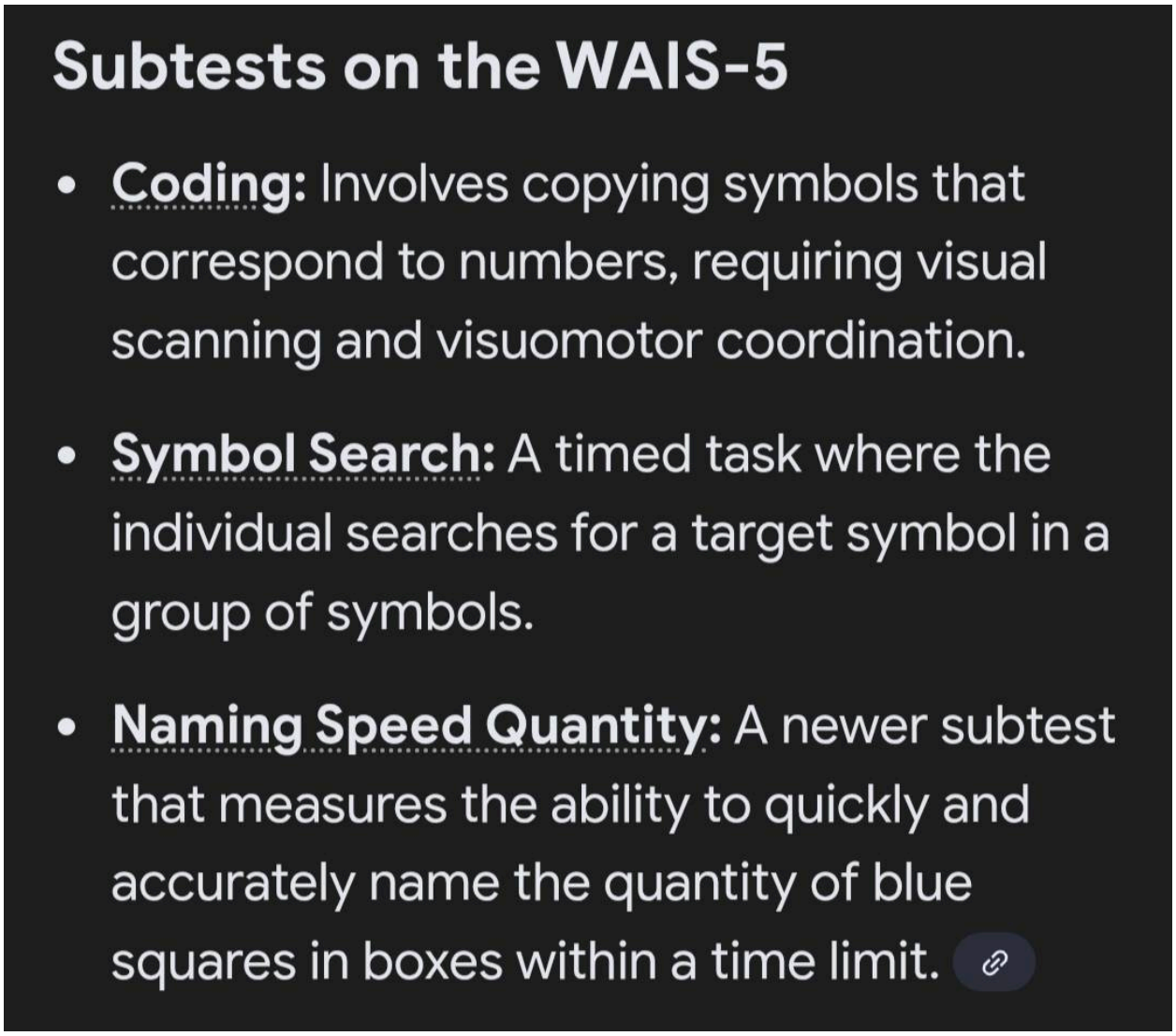
A ball's speed dynamic needs high speed cameras to be seen, therefore Takami must scales at that range dependently by how clear it was. I'm not upscaling Tokuchi either, I'm deploying a baseline since the timeframe if second phase outperforms Takami.
Also you even got the wrong chapter lmao.

Overall your pseudo refutations are non other than evasive mechanics followed by a hyper need of unnecessary scans and the inability to understand explicit basic sentences.

AKIYAMA:
Well, you kept attacking my "assumptive" timeframe just for you to assume the whole game timeframe, ridiculous.
*Also I want to add something Aki stated he panicked:
Aki is in a situation he have not experienced before makes his cognitive flexibility and cognitive load better.*
Novelty doesn't necessarily entail better cognitive load, blatant non sequitor.
Anyhow, the feat doesn't have any novelty either, the perfect shuffle's implications is an empirical rule Aki knew priori, what he did is to ascertain whether the masked guy is perfect shuffling which only requires elementary observation.
As for him panicking, your interpretation just downscale Akiyama even more. The subtests do include the individual being under pressure and in the case of Akiyama, panicking entails a loss of concentration, your act of upgrading Akiyama due to his downgraded cognition does only worse given concentration is literally measured under CPI, as well as being cognitively non flexible and proficient given how trivial is the task and yet he panicked. The flexibility of the feat is absolutely underwhelming, involving solely simple calculations, additionally your own interpretation of the feat not including visual observation (it does actually) excludes its application for PSI's subtests. You invalidated your feat by your own.

To Aki to find a consistent pattern he need to memorise cards therefore to create the whole scheme.
-It's literally the opposite lol. First thing first he needs to pattern a scheme and only then he can infer the card and thereby memorizing them. You dont even understand your own feat. I've written the method in the last response and you just ignored.
Once you assess by how many positions a card climbs per model (8 model in total), trivial additions are involved solely.
The patterns are absolutely elementary level, a simple exponential multiplication by 2 which does not require any mental operation but a simple observation, something he did not even do given the preexisting deductive rule.
Eventually, Aki only needed to memorize 17 cards and the corresponding position climbing per 8 models. You conceded your initial assertation of 136 cards memorization, nice! No time frame was gave either despite the continuous yapping for scans.
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OVERALL COMPARISON

The difference between Akiyama and Tokuchi in info and task complexity is abysmal; Akiyama facing off trivial additions on pre ruled patterns, memorizing 17 numerical cards, retrieve the climbing position in his short memory and the only visual observation needed was the confirmation of the perfect shuffle, something even a kid may do.
Took a whole game to memorize the cards, presumably longer than 5 minutes, and assumed 30 seconds to retrieve the climbing position and do the following additions, plus a non existent flexibility and novelty.
Tokuchi, in the other hand, processed way more complex inputs and their implementation on mental operations such as micro-expressions with an extension to overall bodily motions, analysis of dozens of positions and patterns, under the comparison of short memory infos to his current working memory, on hundreds of different people who obviously have different traits, this is novelty, and reason out extremely accurate predictions to the point the % of success is 100% on NON prep conditions of the batter (thereby omitting; autolose strategy, stamina strategy which halves Tokuchi conditions while still maintaining peak accuracy, warping stategy, bat strategy, machine strategy etc...) -Accuracy is measured in CPI too- ; give dozens of different outputs accordingly and coordinate such.
Aki has none of these operations and outputs.
The difference in processing speed & task completation is incomparable, it is in the order of 10^6 (this alone should no diffs).
Switching mental operation on the microsecond level entails absolute flexibility and efficiency.



OFFICIAL VERDICT BY SICILLIAN

Topic – Akiyama (<@1398842013092282448>) vs Tokuchi (<@837299134180491315>) in CPI

Winner – <@837299134180491315>
Diff – Mid Diff(-)

judge - me

Via – For half of the debate, aksen spent his time demanding scans, did nothing to attack the actual logic, he never weakened tokuchis feats nor contributed anything meaningful to CPI analysis, he repeatedly tried to frame tokuchis feat as some perception or intuition but he never disproved the core points of tokus feat. aksen also kept bringing up some cognitive psychology terms, micro expression definitions etc but all of this was unnecessary and irrelevant coz it

neither proved akis CPI to be higher nor debunked any part of tokuchis feat, aksen never demonstrated why akis cognitive task should be considered harder, akis feat relies on pattern recognition, memorizing cards and simple maths while vnighty was far more consistent, he showed clearly that tokuchis feats involve uncertainty, multiple variables, dynamic and real time decision making and based on human behaviour. He also dismantled akis feat as being linear and simple, and aksen never defended that point.

overall, vnighty stayed on track, argued strictly within CPI without going off topic and refuted akis misinterpretations however for aksen, he failed to defend major points, kept moving to irrelevant stuff and never attacked the core of tokuchis feats

If anyone disagrees with this verdict, feel free to ask any other tourney judge to reevaluate

@everyone