



## Stonito Lotto

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User guide  
2021

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## Welcome to Stonito Lotto

Deep Learning has proven its ability to solve many different problems as handwriting and speech to computer vision. In a nutshell, its algorithms are a reproduction of the human brain, which is the most powerful engine. The network may capture the latent structure in any dataset as a human being possibly could. However, the results seem somehow magical for someone who is not familiar with this class of algorithms. Randomness adds to the dimensionality of a model. This software uses a new model to predict lottery numbers by using the past as a training set. Lotto is a famous and widespread game involving randomness. The lottery principle is simple: people buy a ticket, which corresponds to a combination bet over a finite set of numbers. A drawing happens eventually at a fixed date and time. The gains depend upon how the combination matches the draw. The jackpot is when the combination is correct.

### Deep Learning

Deep learning is a particular field in Machine Learning that is driven by an abstract representation of reality. The structure is close to the famous neural networks: the idea is to mimic the human brain, which is known to be very efficient in learning. Every network comprises a large number of layers with nonlinear processes between them: the deeper the network is, the more complex structures it can capture. The first machine learning algorithms appeared in the 1950s. Their development is related to computational/power improvements. Predicting Lotto numbers is a supervised task: the collected data, in the present case, based on the past draws, are used as inputs. The model is a neural network whose parameters we adjust to the data during the training phase. Training is often a tedious process in any network due to vanishing or exploding gradients. This represents the main problem in these algorithms.

### Model we use

The features retained are, at each draw time, the day, the month, and the year. We use the actual winning numbers in each drawing too. To all, we add the count of times each number emerged during all past draws and the cross presence matrix defined as the number of times every pair of numbers appeared together.

## Getting Started

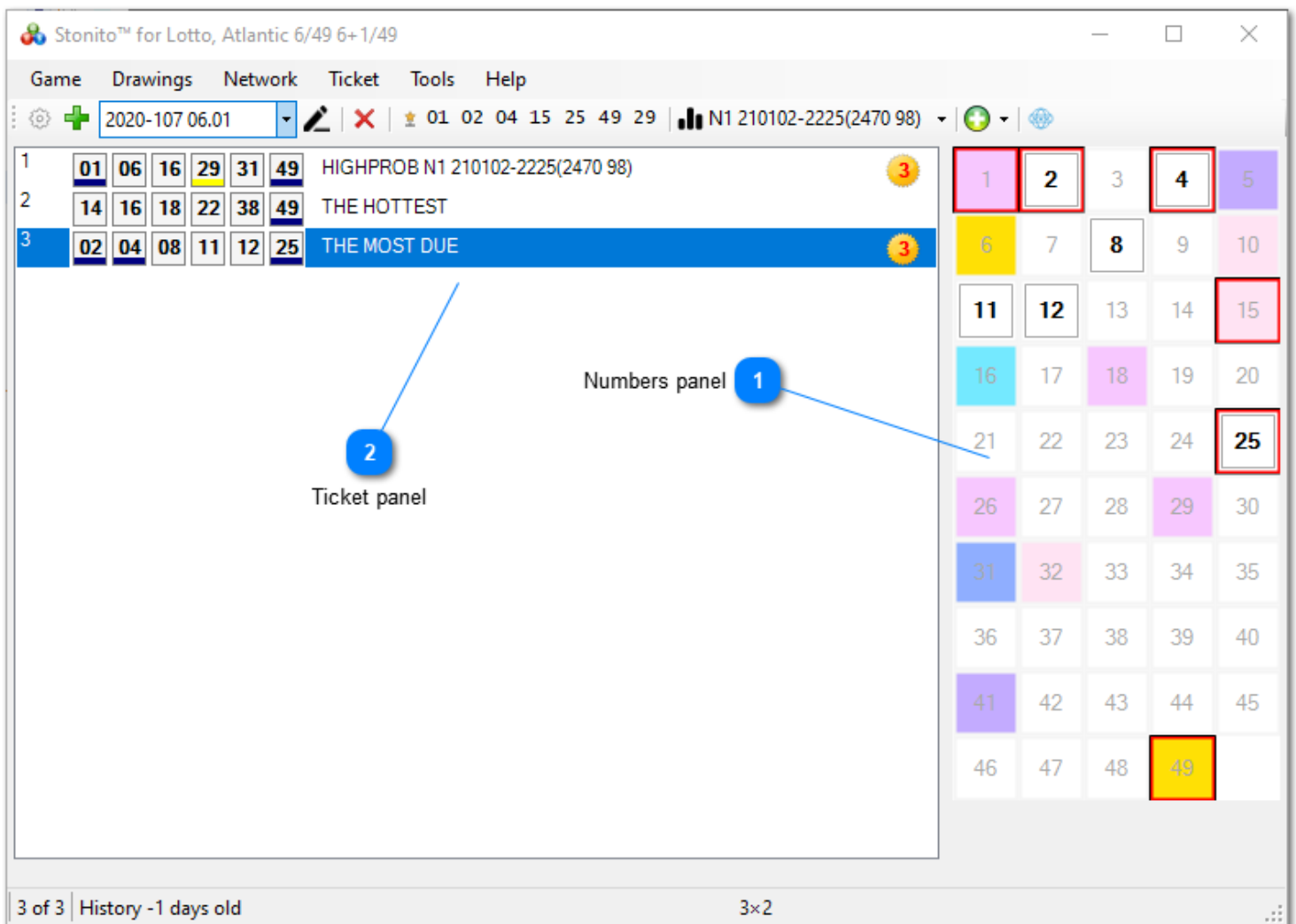
Unlike many other lottery programs that generate random numbers or follow strict rules deciding on statistics, **Stonito Lotto** picks the best numbers to play based on artificial mind retrospection on a statistical analysis of previous drawings. **Stonito Lotto** helps you to play the lottery with more control and not a pure chance. The numbers that Stonito Lotto picks up could easily be called "smart" numbers. When you play "smart" numbers, the program does all the work for you. There is no need for you to provide any data or do any calculations. You adapt system settings and then manually pick the numbers ordered by statistical and artificial intelligence preference, which you think are the best choice.

**Stonito Lotto** gives you two choices as to how to create your lottery tickets. To generate your tickets you can use a wheeling system, or you can add them manually. A large selection of wheeling systems comes with the program. The program also checks your lottery tickets for winning numbers.

The QuickStart in this section shows you how to quickly get started using **Stonito Lotto** to play the lottery with more control.

Stonito Lotto runs on any computer with a Windows operating system having .NET Framework 4.52 installed.

To get a quick impression of the software, the main form is probably the best place to start a tour.



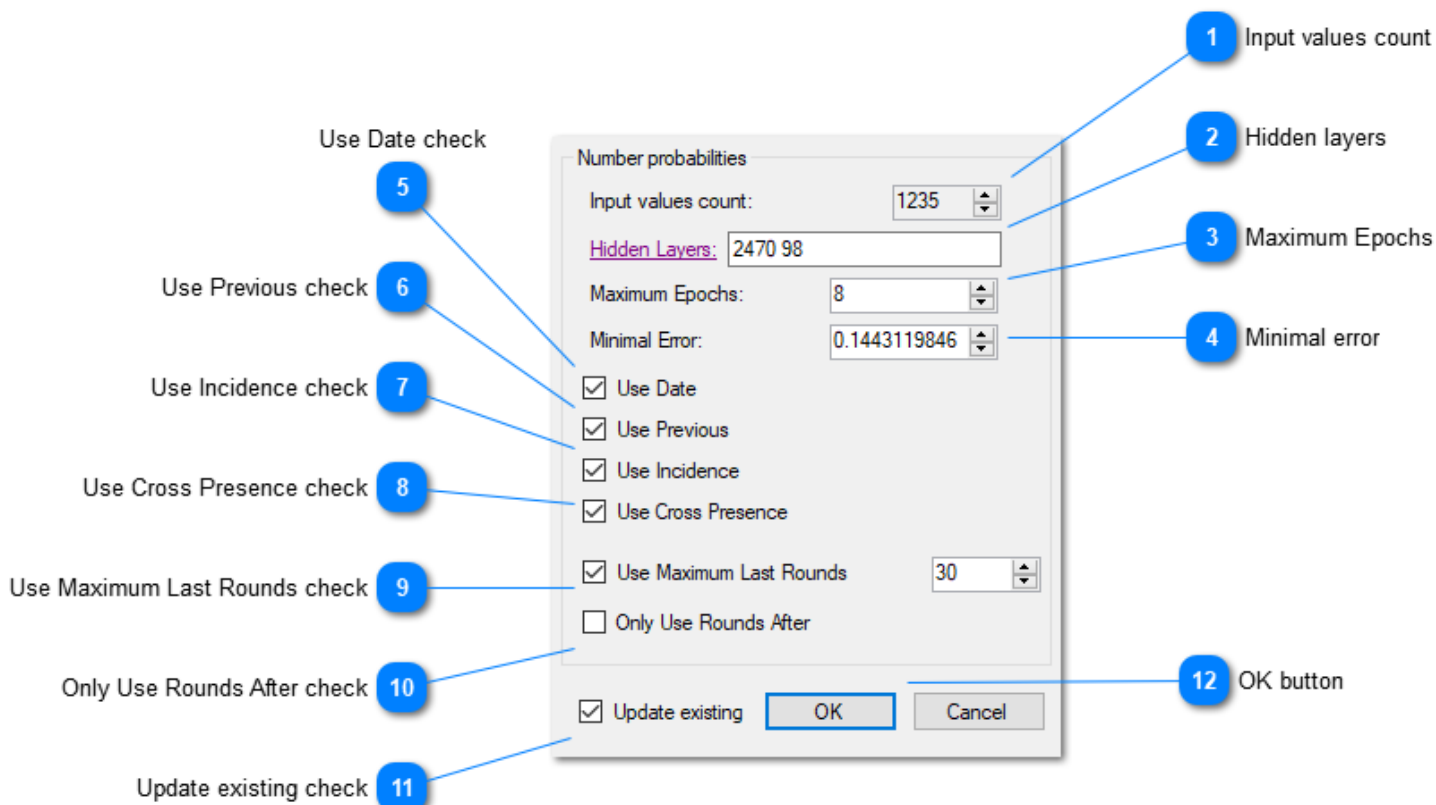
**1 Numbers panel**  
All numbers are shown in a table. Winning numbers (if known) are bordered outside. Numbers in selected combination from a Ticket panel are bordered inside and are written in bold.

**2 Ticket panel**  
These are numbers for a ticket for a selected round. Software remembers all your tickets with a round you played so you can check them any time later. Wins are detected and shown. Yellow (number 29) is underlined guessed Bonus number, if applicable for a particular game.



## Neural Network

You don't have to possess a deep understanding of how neural networks work to use **Stonito Lotto**. Understanding how to set it up and configure it correctly will suffice.



### 1 Input values count

This value represents the number of inputs in the neural networks. This number is calculated based on the network settings and what types of input data it will use.

### 2 Hidden layers

Every Neural Network has at least two layers: one is the input layer, and the second is the output layer. They are implied and not seen here. Hidden layers are the layers interconnecting those input and output layers. Each hidden layer is represented only by the number of nodes it comprises. Every number represents the hidden layer with a particular number of nodes, starting from the input layer. The more layers you add, the network will be more complex. A complex network needs more time to train but can catch more intricate relationships between input and output data.

### 3 Maximum Epochs

This is related to the training of the network. When this number of epochs is reached the training is stopped. One epoch is similar to one generation.

### 4 Minimal error

This is also related to the training. When the minimal error is reached, the training is stopped. The error doesn't converge to zero because the prediction is not a deterministic problem.

### 5 Use Date check

Use date of the drawing as in input

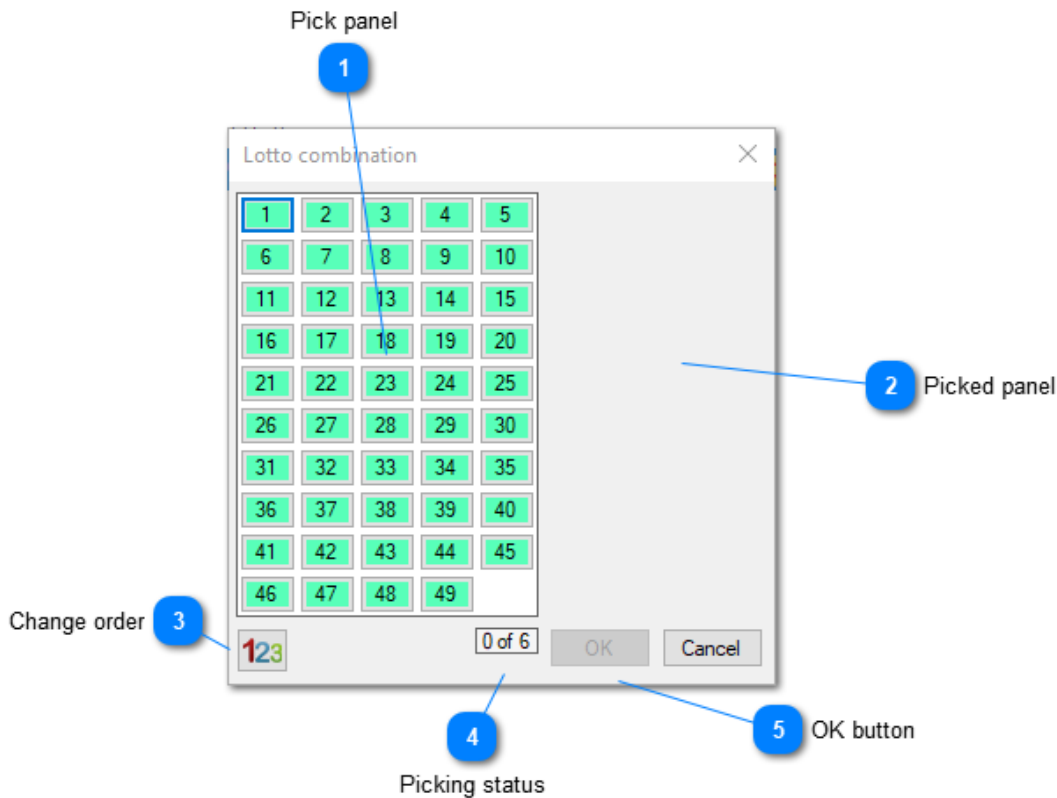
### 6 Use Previous check

Use previous drawing numbers as inputs

- 7 Use Incidence check**  
Use counts of each number is present in previous draws as inputs
- 8 Use Cross Presence check**  
Use table of mutual presence of pairs of numbers in all previous draws
- 9 Use Maximum Last Rounds check**  
History may be quite large, so including all the draws in training would lead to a lot of processing burden. It makes sense to limit the training to the last number of drawings. It's up to the user to find out the optimal number for a particular game.
- 10 Only Use Rounds After check**  
Similar as previous, but only limit the date after which the draws are considered. This date does not limit the number of drawings actually included in training otherwise.
- 11 Update existing check**  
If checked, the new network will not be created, but the existing will be updated. Otherwise, new network will be created and current network will be saved.
- 12 OK button**  
Initiate process of training network and calculating statistics. It may take some time.

## Ticket

The purpose of this software is to help you pick the best numbers to play. And this software accomplishes that in a unique, easy-to-use manner. All picking happens in the same dialog form.



- 1 Pick panel**  
Click on the number in the main panel to pick the number.
- 2 Picked panel**  
Click on the button on the right side with a number you want to unpick (return it to the Pick panel)
- 3 Change order**  
Clicking this button opens the menu for switching between different orders of buttons keeps the collection of already picked numbers. It is an intuitive and the fastest way to select the numbers and consult the results of statistics and AI yet with no hustle.
- 4 Picking status**  
How many numbers were picked out of how many were required. This form is also used for wheeling and full systems so the count of numbers to pick may be greater than the actual drawn numbers count.
- 5 OK button**  
When you pick enough numbers the OK button will be enabled.

Click on the button in the lower-left corner to switch between the different ordering of numbers. Four existing orders for numbers while picking are:

- 123 Natural** 1,2,3,... as shown in the picture above.  
There is no specific ordering here, just all the possible numbers in a natural order.
- AI** Numbers ordered according to the results of Artificial Intelligence computed probabilities of them appearing in the next drawing. The numbers with higher likelihood will find themselves closer to the top.





**Hot**

Numbers ordered according to how often they appeared in a set of previous drawings used for calculating networks. The more times numbers are drawn, the closer to the top they are.



**Due**

Numbers are ordered according to how long they are due to appear. This is simply the number of drawings that passed after they were last drawn minus the average rounds needed for them to be drawn, as for a sample of drawings used to train the network.

Different colors are for different ranks of probability.

There are 10 different ranks in each order.

Examples of using this form are shown below.

49	6	16	31	41	23
5	1	29	18	26	8
10	15	32	27	4	12
21	37	25	12	13	22
36	3	22	23	45	
42	7	30	8	33	
38	47	14	20	40	
9	19	46	35	2	
34	11	43	39	48	
17	44	28	24		

4 of 6    OK    Cancel

16	22	49	38	14	23
18	25	46	21	5	8
36	9	12	47	26	12
2	6	8	11	15	22
41	42	31	29	28	16
27	43	35	10	34	
33	1	45	20	44	
48	32	7	3	4	
39	24	37	30	23	
19	13	40	17		

5 of 6    OK    Cancel

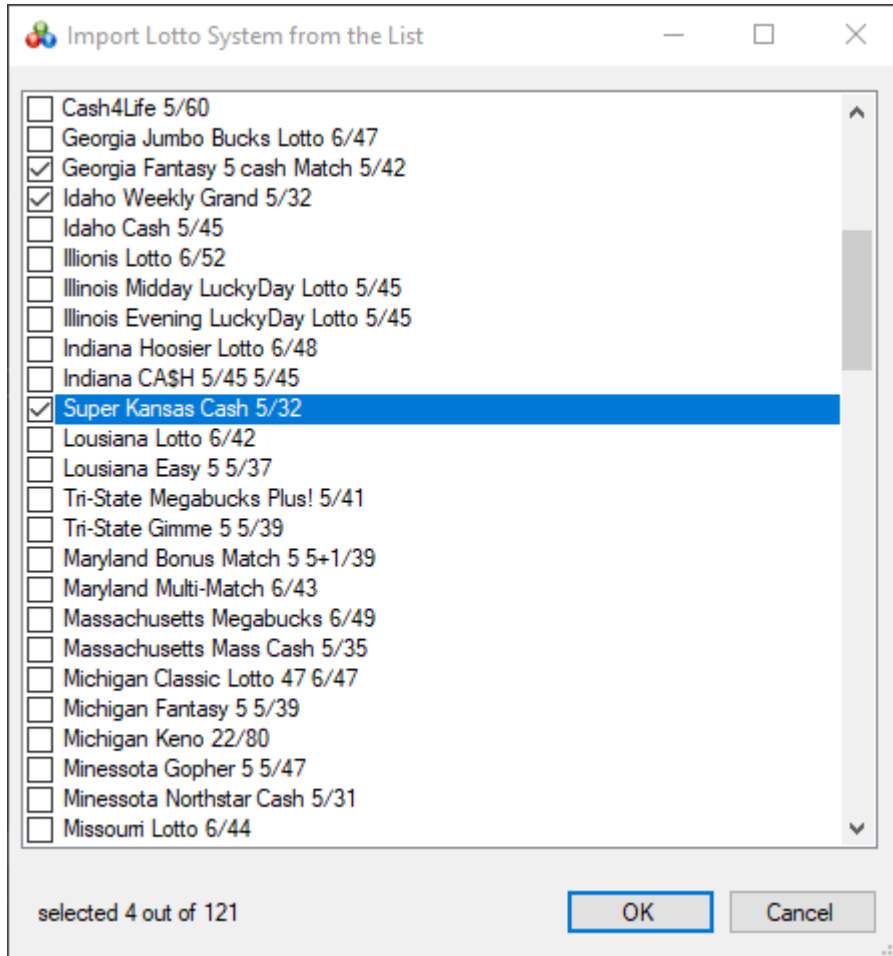
25	4	12	2	8	23
11	15	34	28	21	8
32	29	35	38	49	12
36	44	31	24	47	22
40	42	46	14	18	16
1	16	22	17	27	25
43	26	9	5	39	
33	41	7	30	20	
6	48	45	10	3	
19	37	23	13		

6 of 6

## First run

After installation on first run Stonito Lotto does not have any lotto game installed.

First you are presented with a choice of using any of the predefined lotto games in your collection of games.



This is done by simply selecting one or more from the list.

All of them come with an extensive history of drawings going back decades in the past.

You will maybe have to add a few most recent rounds but it is not a tedious task.

If you don't want to import any of the lotto games from the list, than you will be presented the choice to add one game manually.

The screenshot shows a dialog box titled "Lotto system definition" with the following fields and callouts:

- 1** Points to the "System name" text input field.
- 2** Points to the "Balls count" spinner box, which is set to 39.
- 3** Points to the "Balls drawn" spinner box, which is set to 7.
- 4** Points to the "Bonus balls count" spinner box, which is set to 0.
- 5** Points to the "Wins start from" spinner box, which is set to 3.
- 6** Points to the "URL" text input field.
- 7** Points to the "Drawing days" section, which contains checkboxes for Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, and Sunday.

At the bottom of the dialog are "OK" and "Cancel" buttons.

- 1 Lotto Game**  
Name of the Lotto game as a game identifier in Stonito Lotto
- 2 Balls count**  
Total number of balls used in drawing. They always start from the number 1
- 3 Balls drawn**  
How many balls are picked in the main drawing.
- 4 Bonus balls**  
Are the bonus balls used. Stonito Lotto supports only bonus ball(s) that are drawn from the balls left after main drawing was finished. In the case of special bonus balls, that are drawn independently there is no reason to be treated as part of a drawing.
- 5 Wins start from:**  
Every combination in a ticket that has more or the same count of matches with a winning combination will be specially marked in the list.
- 6 URL:**  
Here you define the URL on which the particular game has information about previous drawings. It is available to be opened in browser by simple button click from the main form toolbar.
- 7 Drawing days**  
Here is defined on which days in the week drawings are made. This is important when catching up with history drawings, next drawing date is calculated considering those days.

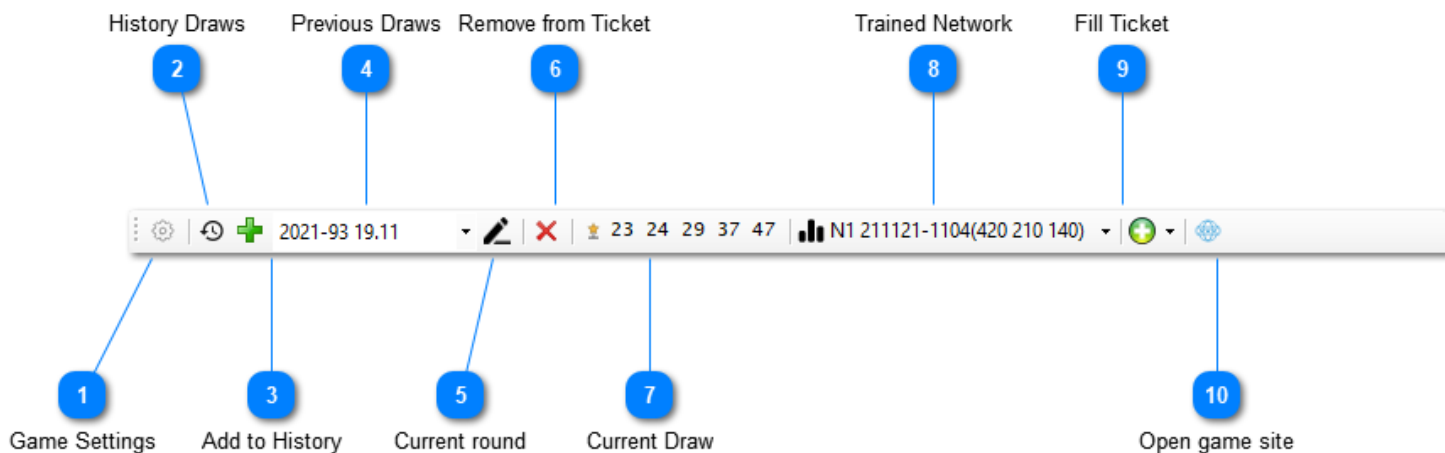
Those are data needed to enter per each lotto game.

If you don't add at least one Lotto game to the software, program will close and on later run it will start the same procedure again.

If you have at least one Lotto game in the software then the main form will be presented to you after a few seconds.

## Main Form

The **Stonito Lotto** main form will open the last game you used (or first defined if none) when it loads. Very important buttons are on the main toolbar and it is important to get to now them well.



### 1 Game Settings



The same form used for manually defining Lotto system, described in previous topic.

### 2 History Draws



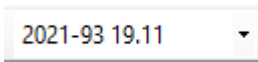
Form for maintaining a history of previous draws, with many useful tools.

### 3 Add to History



Form for adding drawings to the history. This procedure will be covered in next topic.

### 4 Previous Draws



List containing all previous draws in the history. If textbox is empty, it means ticket and winning combination are for the current draw. If not empty, ticket and a winning combination shown are for that draw selected from history.

### 5 Current round



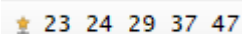
Clicking on this button (when it is enabled) will return you to the current draw. It is enabled only when previous draw is selected from the history list. All previous draws are remembered with the ticket made for that round, so it can serve as a quite useful reminder.

## 6 Remove from Ticket



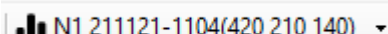
Use it to quickly remove the lotto combination in a current ticket.

## 7 Current Draw



If current drawing is selected, this button enables you to enter winning combination, and that combination will be than saved in the history and be shown in the list of Previous draws. All combinations in the ticket will be checked for matches and results presented.

## 8 Trained Network



[Define, train and modify](#) neural network used for prediction. If this button does not have textual identification of the network prepended (as in above image) it means no network exists, so you must define one to be able to start using the program to make smart pick of numbers for your own ticket(s).

## 9 Fill Ticket



Drop down menu presenting you with option to add single combination, wheeling, full systems, or the most probable, the most hot, or the most due numbers combination(s). You pick your numbers with a dialog form explained in this [topic](#).

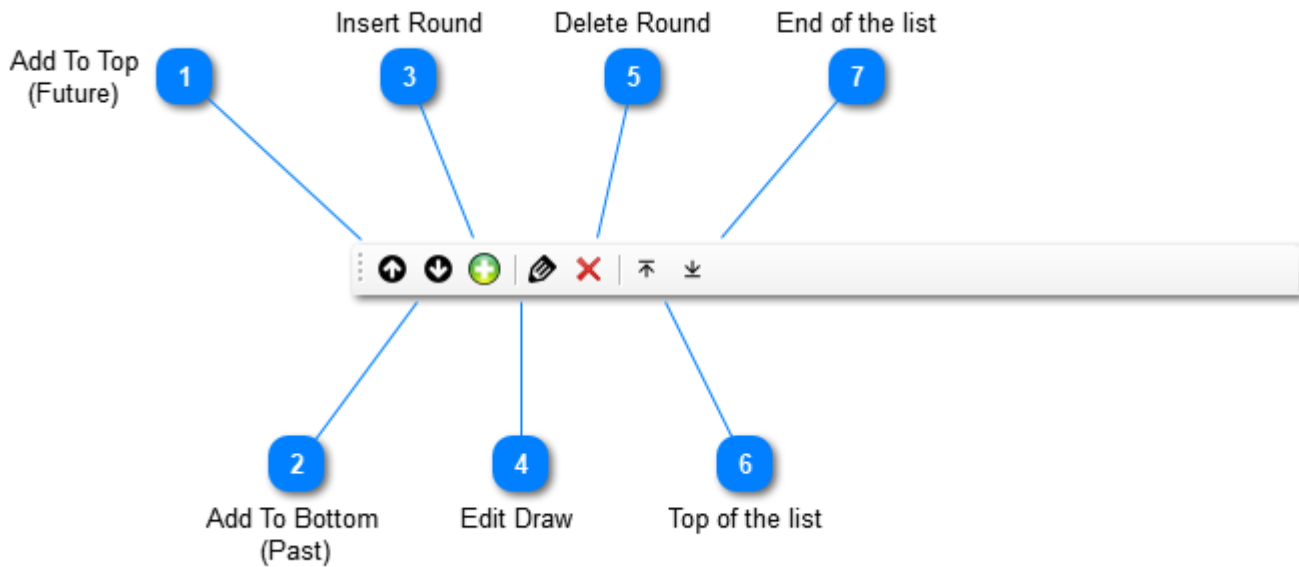
## 10 Open game site



This button opens the browser with an [URL](#) you defined in system settings for that particular lotto game.

## History Draws

The creation and maintaining of a substantial list of previous draws is an essential part of **Stonito Lotto**, as this list is crucial for good prediction.



### 1 Add To Top (Future)



Add one or more round to the top of the list. Orientation to the future is set to the dialog for entering new rounds. This means that every successive round entered will be placed on the top of the list

### 2 Add To Bottom (Past)



Add one or more round to the end of the list. Orientation to the past is set to the dialog for entering new rounds. This means that every successive round entered will be placed on the end of the list.

### 3 Insert Round



Inserts new draw in place of selected draw, date restrictions apply so new draw will have to fit between two adjacent draws. Also, renumbering happens automatically so newly inserted draw fits well with other existing draws.

### 4 Edit Draw



Update selected draw, similar dialog as with entering new.

### 5 Delete Round





Deletes selected round, the automatic renumbering of all draws affected happen automatically.

**6 Top of the list**



Go to Top of list

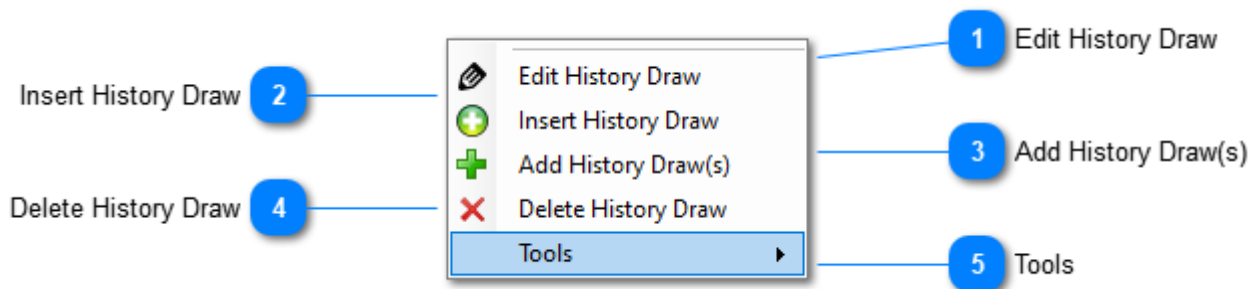
**7 End of the list**



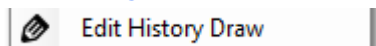
Go to Bottom of list

## History Draws: Context Menu

The creating and maintaining useful list of previous draws is very important part of Stonito Lotto, as it is essential for good prediction.

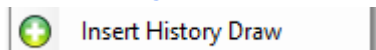


### 1 Edit History Draw



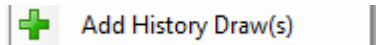
Change data about the selected history draw, similar when entering new.

### 2 Insert History Draw



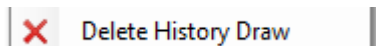
Inserts new history draw in the place defined by the currently selected draw. Date restrictions are enforced so newly inserted draw must fit to the existing draws. Also renumbering of other draws happen to adjust for newly added draw.

### 3 Add History Draw(s)



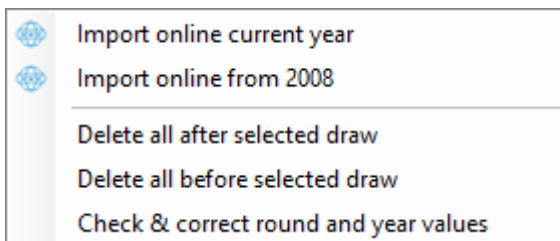
Append the list of history with one or more draws, to the bottom or the top of the list.

### 4 Delete History Draw



Deletes the round from the history. Also renumbering of other draws happen to adjust for newly added draw.

### 5 Tools



If you can find your game in the several supported websites (like alllotto.com), you will be able to automatically extract previous draws from those sites, on a current year basis.

Whenever you click on the button, it scans the external website and extracts and appends rounds missing in your history draw.

This option is available only for registered users, relieves you of pain to manually fill the history list.

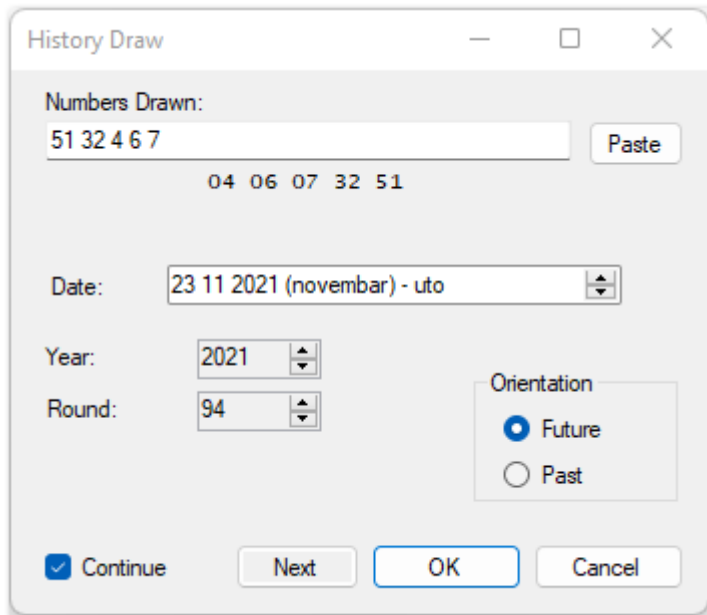
Second option is the same but it goes from year 2008 until current year.

Other options are self-explanatory and are used for maintaining the history list.



## History Draws: Adding New

When adding new or editing old round combinations, we use the same form. Although simple, this form has some useful and not so evident features explained below.



Numbers drawn are entered with a `SPACE` to separate them.

You may enter the numbers in any order you want.

Sorted numbers are shown below edit control and update on every change.

If a combination is not correct or not finished for the particular system settings the message appears below in red color explaining what combination is missing to be correct.

Everything checked, no duplicates, all numbers within the limits of the system, all numbers there.

The date is set automatically upon clicking on the *Next* button. Next pertains to the next draw, not the next day. The next draw takes into consideration active days on which draws for that game are happening.

Orientation for the future or the past, designate do you enter numbers on the top (more recent) or after the end (older).

This orientation sets how you consecutively enter numbers, you will use *Future* if you enter draws from the oldest to the newest, and vice versa.

If *Continue* is checked, after entering one draw, the same dialog reappears allowing it to continue with the subsequent draw, until you hit the **CANCEL** button.

*Paste* button is not simply `Paste` from the `Copy&Paste` operation. Before actual pasting, pasted content is filtered for the main lotto games websites, to make it more acceptable to this edit box.

For example, commas are replaced with spaces, some markup characters are removed, etc. So, if you are copying a winning combination from some web page when you paste if the regular paste doesn't give you the desired result, you may try clicking this button instead.

## Registration

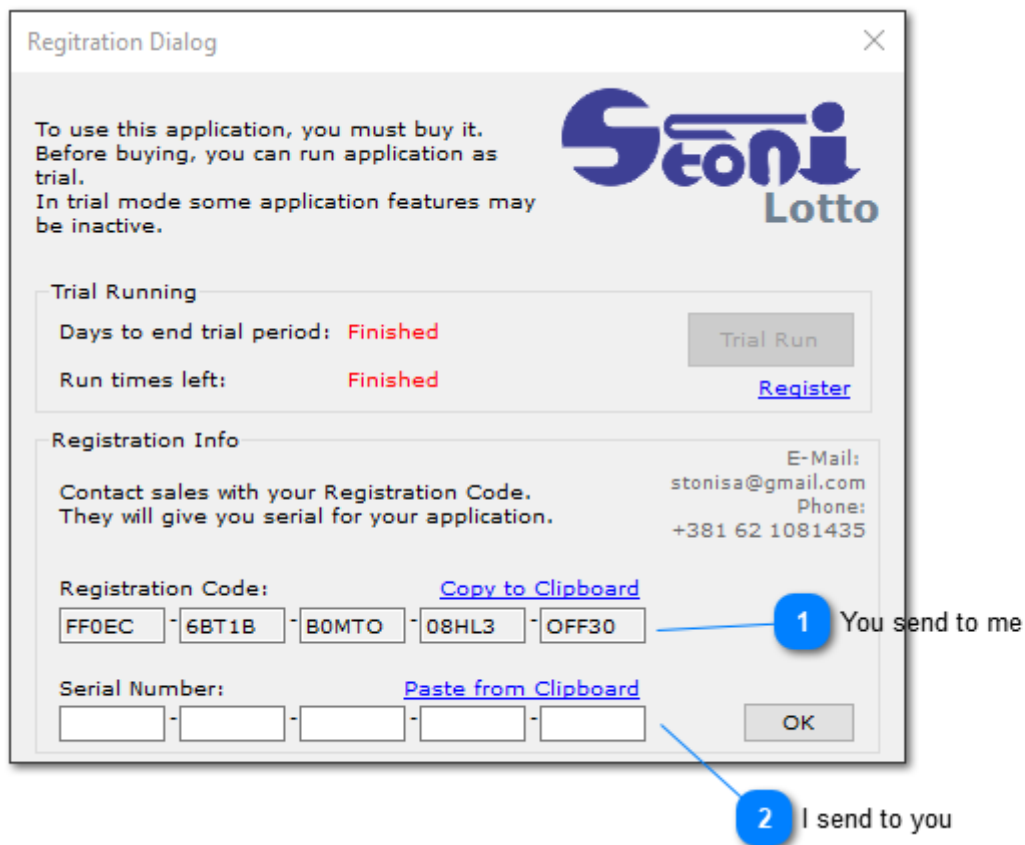
This software has a free trial period.

After that period has passed, the only option to continue using it is to pay for it.

The price for **Stonito Lotto** is 50 EUR and is payable using PayPal using the following [link](#).

After payment, you may request a registration code for three different computers with no time frame restrictions. I keep track of each payment and registration code request.

More registration codes are possible free of charge, particularly if the software is used for a longer time.



### 1 You send to me

Using Copy to Clipboard is preferred way for getting the registration code, as typo possibility is eliminated.

### 2 I send to you

The Serial Number I send you in response to your request should be entered here and then OK pressed to register the software on that computer for good.