Event Category: Flagship Event

Event Name: LET'S TRAIN THE BRAIN OF MACHINES - INDUSTRIAL INNOVATION

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About the event: Department of AIT-CSE is excited to announce a really enthralling competition for aspiring minds who work on developing Machine Learning applications. Have you ever dreamt of exploring the world of AIML by solving a real-life problem? If yes, then you are at right place to turning this fascinating thought into reality.

This Codathon is a problem specific competition. The problem and dataset will be given to the contestants on the day of the event. All the coding should be done during the event only. Participants are expected to bring all libraries and software necessary to build the solution to the problem statement. Get the chance to wrestle with real-world datasets and the opportunity to show off those machine learning skills.

Objective

- The main objective of the event is to make the crowd aware about the machine learning algorithms, and to harness the power of Machine Learning constructs for real life problems.

- The Event aims to promote AIML (Artificial Intelligence and Machine Learning) used for designing and developing smart solutions for the exposure of online audience.

Proposed date of the event-

- First round in the last week of August (26th August)

- Second round on 2nd September (On the Day of Tech-Invent).

1. **Instructions for participant(s)**

- One participant cannot be a part of more than one team.
- No change of team structure is permitted after the team is registered.
- Zoom.us or MS teams can be used in the final phase for the demonstration or presentation.

2. **Registration process:** Registration form will be shared, and student need to register with the team details.

3. **Rules and Regulations:**

A) **Rules of the event:**

The event will be held in two rounds (Screening Round and Coding Round)

RULES FOR SCREENING ROUND:

➢ The participants have to clear the screening test (MCQ based) first, only then they can move to further round.
➢ Qualification for the second round would depend upon number of participants and score they earn in the first round. Score would be decided by judges after the screening test.
➢ Teams of 2-4 players will be made by judges after receiving the result of the Screening Round.

RULES FOR CODING ROUND:

➢ Participants have to use only Google Co-laboratory for Coding.
➢ The duration of the Coding Round is expected to be 2 to 3 hours.
➢ This codathon is a problem specific competition.
➢ At any time, supervisors may ask you to share your screen or all the tabs you may be using for developing your code.
➢ The problem and dataset will be released on the day of the event.
➢ All the coding should be done during the stipulated time of the event only. (No pre written or copied code may be entertained that may lead to disqualification)
➢ Participants are expected to bring all libraries and software necessary to build the solution to the problem statement.
➢ Your entry will be instantly disqualified if your code: directly calls un-managed code or directly reads, writes or executes any database object other than those allocated to you.
➢ The solution will be judged on the basis of accuracy and other parameters.
➢ Rules are subject to change.

4. **Prizes**

▪ Prizes to TOP 2 teams worth 15k.
▪ Goodies for Top 5 teams.
▪ E-certificates for top 10 teams.

5. **JUDGING CRITERIA**

➢ After the Screening Round, judges will decide the qualifying marks for the Coding round. Also, judges will make the teams of qualified participants based on their evaluation.
➢ The team with the maximum test accuracy in the Coding Round is the winner of this event.

6. **ELIGIBILITY**

The event is open to all participants.

• **NOTE:** The decision of the organizing committee regarding matters of plagiarism or any other unforeseen interruptions shall be final and binding.