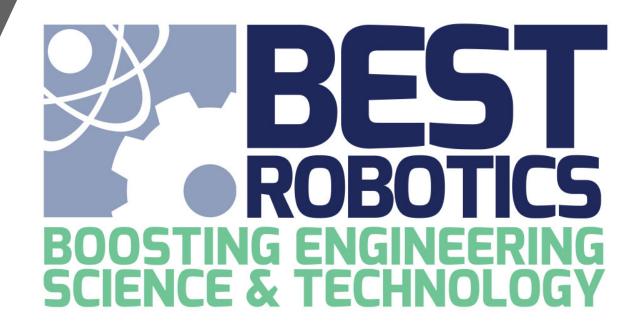
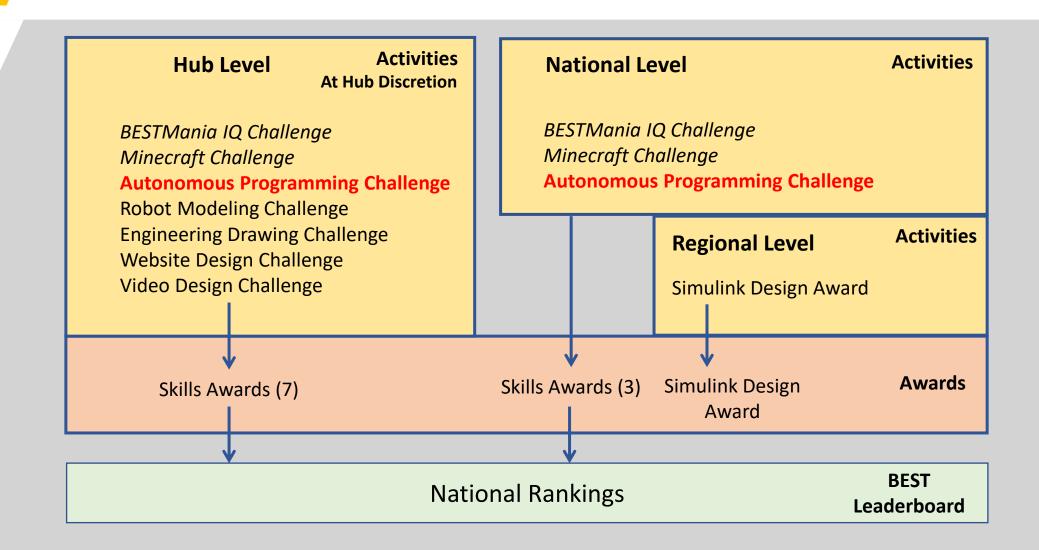
2021 BEST Competition

Autonomous Programming Challenge Aug 16, 2021





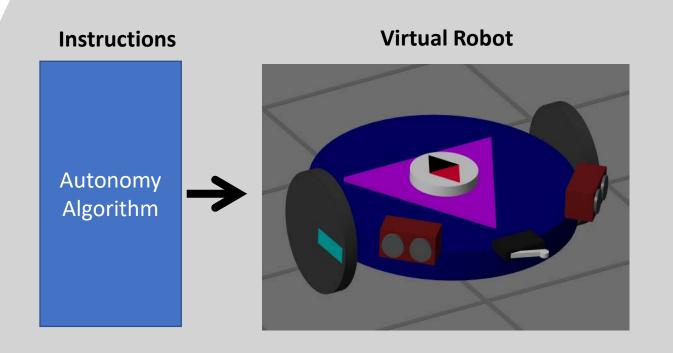


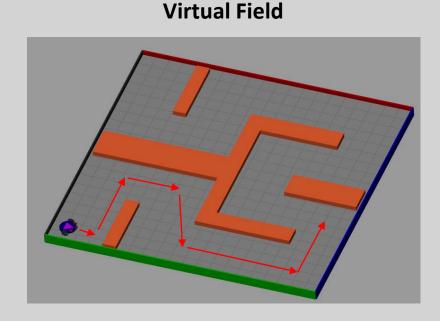


Autonomous Programming Skills Challenge What is it?



- Create Autonomous programs to solve the game objectives
 - Responding, reacting and running independently, with no direct human control





Autonomous Programming Skills Challenge What is it?



Uses Mathworks Robotics Playground



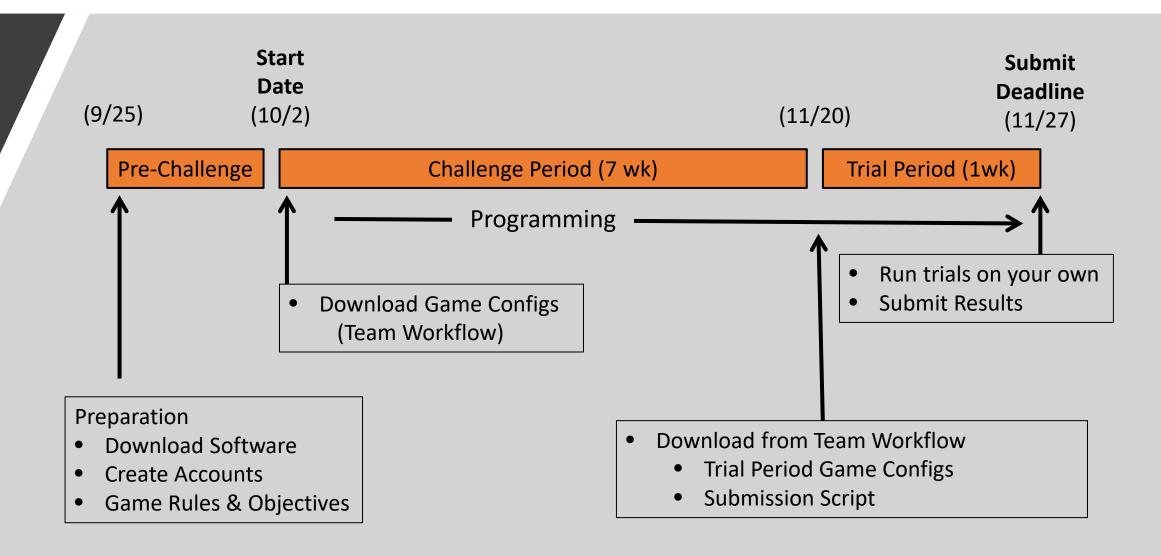
- 3D Virtual Field and Virtual Robot provided
- Same Challenge used in 2021 BEST Online Competition Robot Performance Time Trials
- Now Available to Any Teams regardless of the Competition Format
- Multiple Phases
 - Unique Objectives
 - Unique Time Constraints

- Multiple Levels of Ranking & Awards
 - Hub Level
 - National Level

Complete rules and instructions provided one week before the Start date

Autonomous Programming Challenge Challenge Protocol



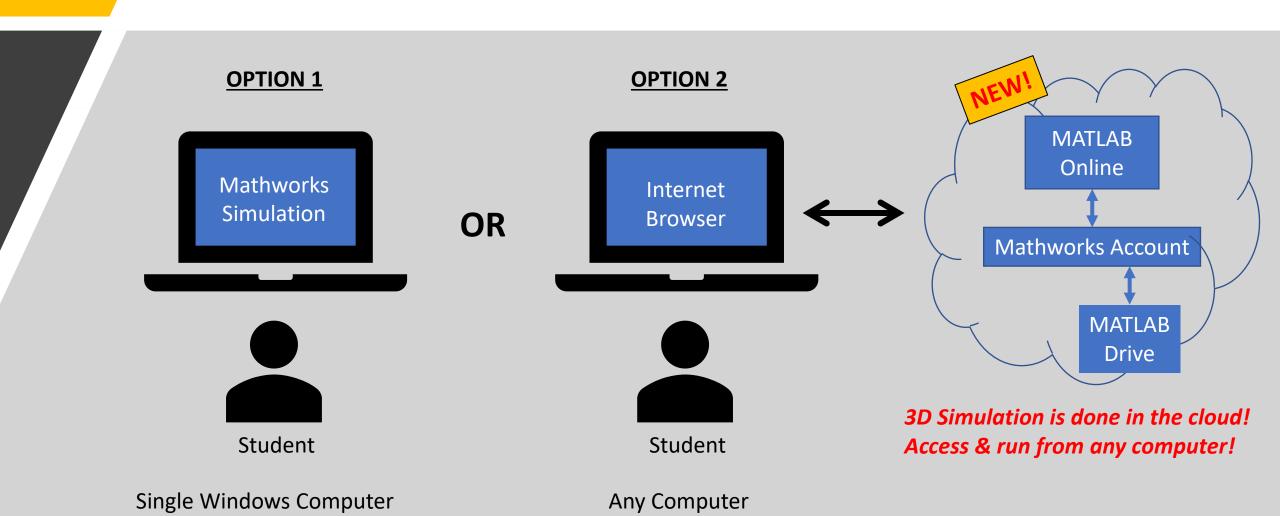


Autonomous Programming Options



Local or Cloud Environments

✓ meeting system requirements

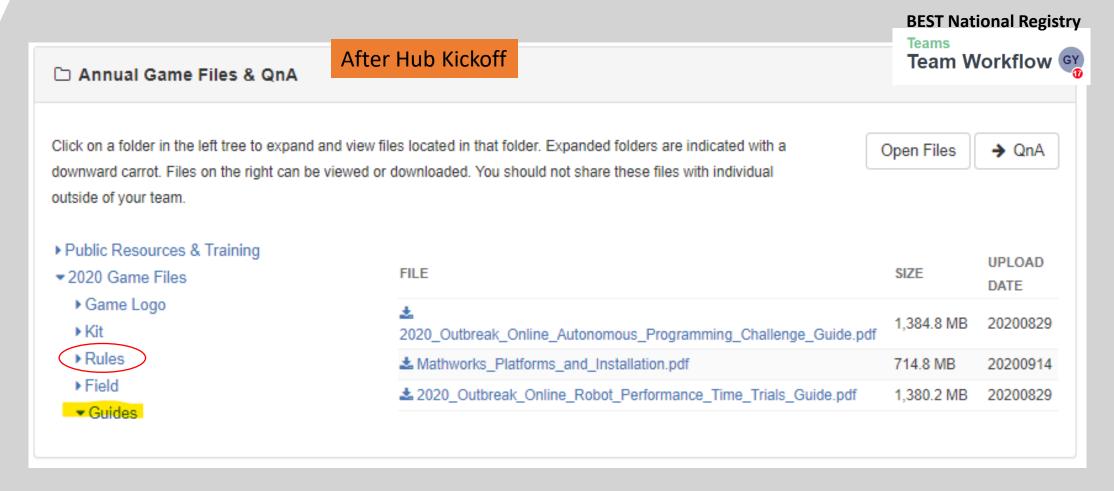


✓ With Internet Access

User Guides



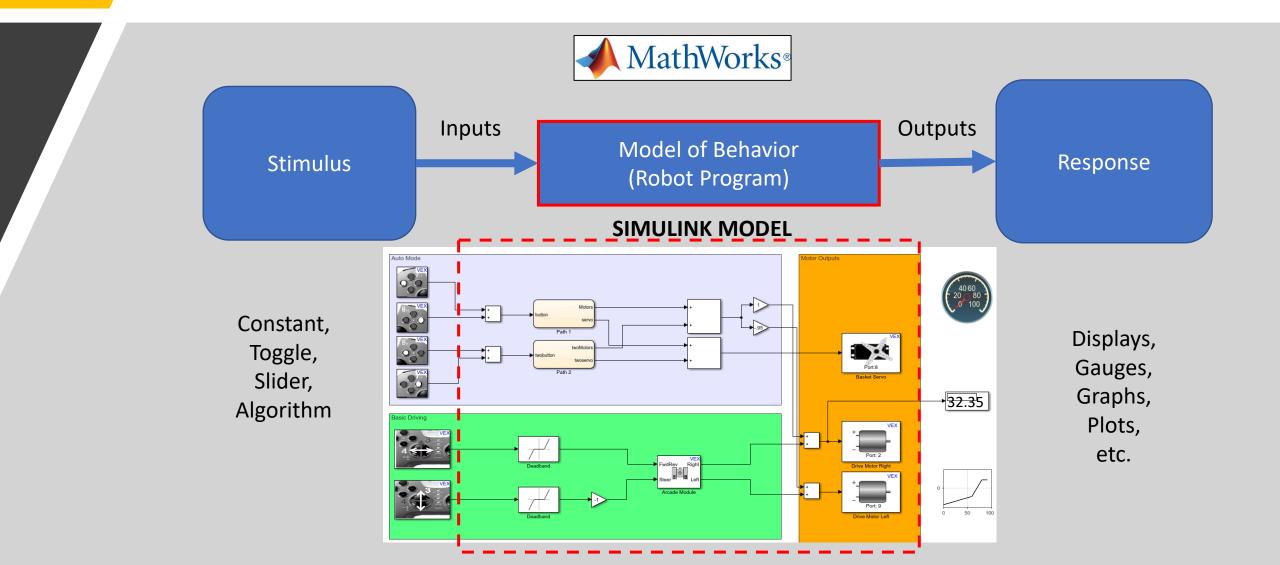
Rules, Installation and Trial Guides available through your Team Workflow



What is Simulation?

Modeling Robot Behavior

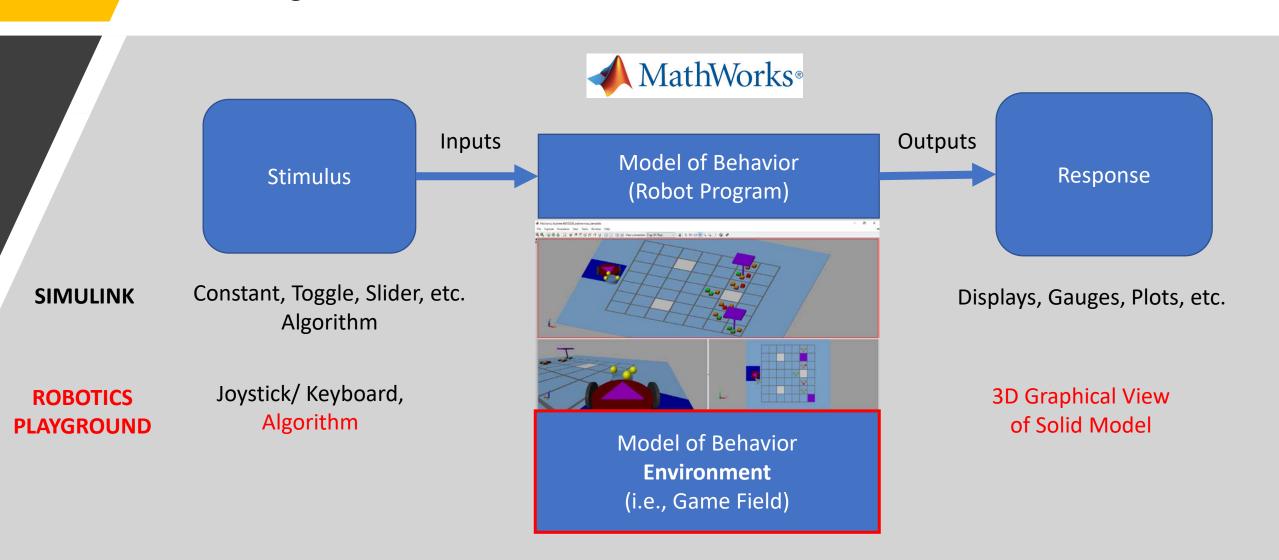




What is Simulation?

Modeling the Environment

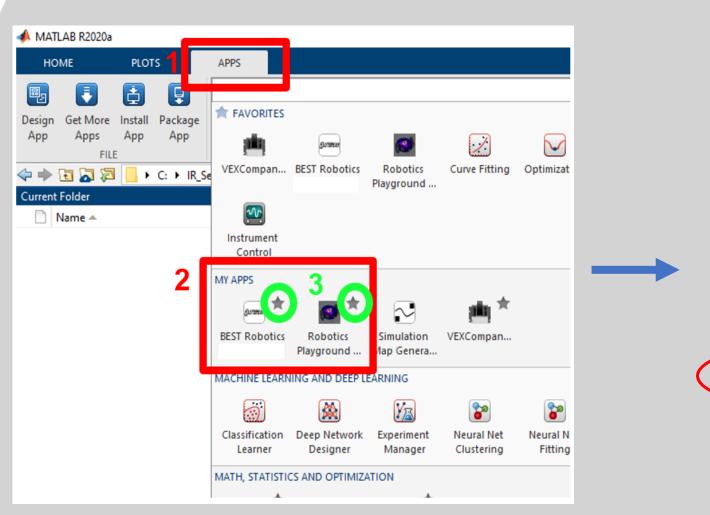




Getting Started

(BEST Robotics App and Simulink Model Templates)



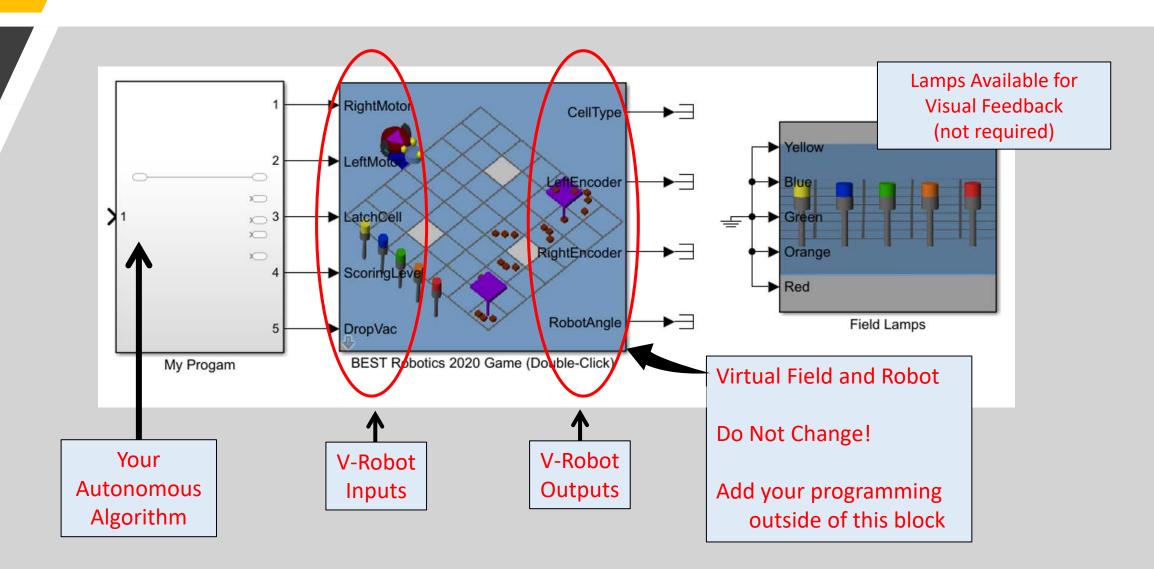


| Robotics Playground App | _ | | × |
|------------------------------|------------|-----|---|
| | | | |
| BEST Robotics 2021 | nlotos | | |
| Online Game Terr | ipiates | • | |
| | | | |
| | | | |
| | | |) |
| BEST Robotics | Game Inf | 0 | J |
| Skills Challenge (Driver Con | trolled |) | |
| Keyboard Template Game | pad Templ | ate | |
| Autonomous Challenge | | | |
| Autonomous Programming 1 | emplate | | |
| Robot Modeling Challenge | | | |
| Tutorial | Clawbot De | mo | |
| | | | |

Simulink Model Autonomous Template

Programming The Virtual Robot

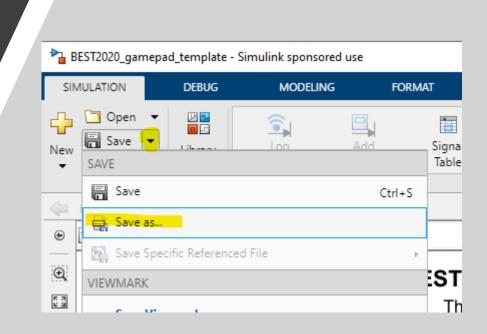




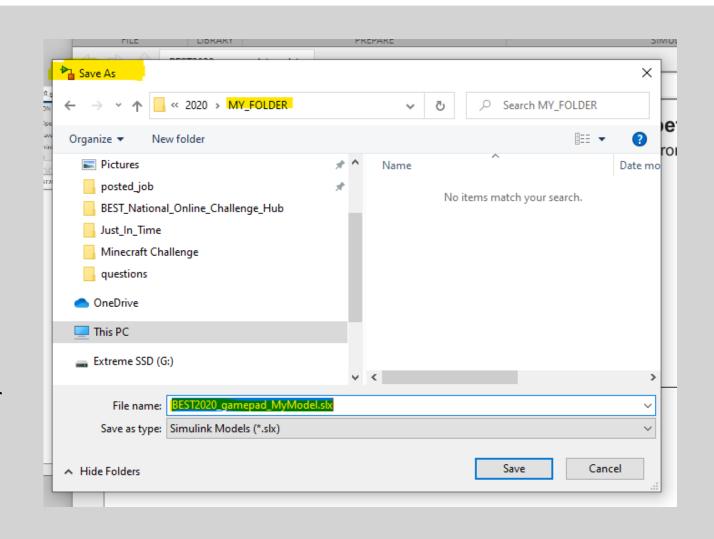
Saving YOUR Simulink Model

Programming





- Save your Simulink model in a NEW folder
- Do Not Overwrite the Template File!



Game Configurations

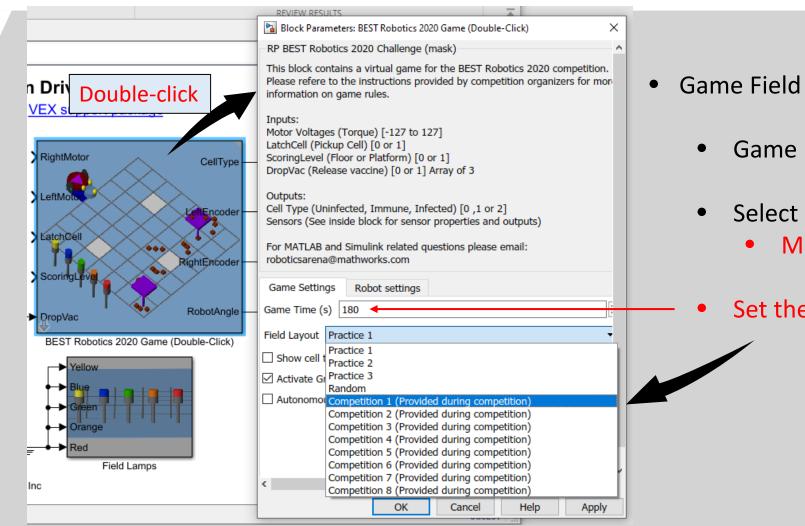


- Multiple Phases/Game Configs
- Each Phase has a Unique Objective
 - Collect Certain Items
 - Complete Specific Tasks
 - Specific Time Allowed (e.g., 30 sec, 1 minute, etc.)
- Initial Game Configs available at Kickoff
- Provided via the Team Workflow
- Final Game Configs Available at beginning of Week 8 (Nov 25)

| □ Anı | nual G | ame Files & QnA | | |
|----------|---------|--|------------------|--------------|
| | NAME | DESCRIPTION | DATE UPLOADED | PERMISSION |
| ± | Kickoff | Autonomous Challenge Field Config #3 | 9/30/2020 3:36pm | public |
| ± | Kickoff | Autonomous Challenge Field Config #2 | 9/30/2020 3:36pm | public |
| <u>*</u> | Kickoff | Autonomous Challenge Field Config #1 | 9/30/2020 3:35pm | public |
| ± | Teams | Robot Performance Time Trials Scoring Script | 9/30/2020 4:16pm | confidential |
| ± | Teams | Robot Performance Field Config #3 | 9/30/2020 3:41pm | confidential |
| ± | Teams | Robot Performance Field Config #2 | 9/30/2020 3:39pm | confidential |
| ± | Teams | Robot Performance Field Config #1 | 9/30/2020 3:39pm | confidential |





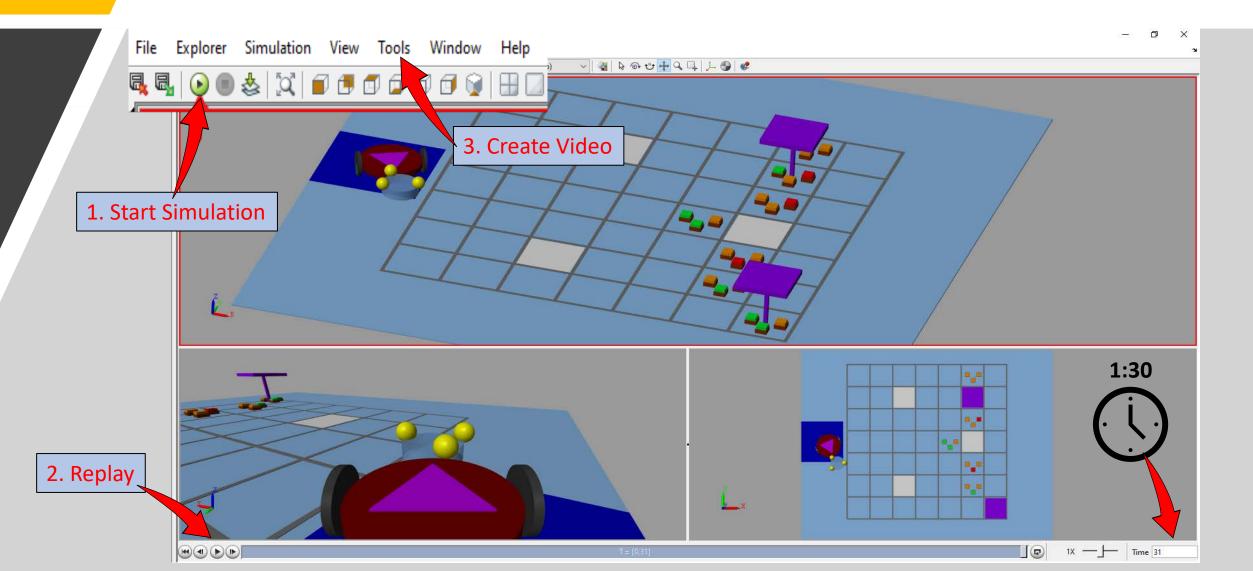


- Game Field Configuration Setup
 - Game Field Configuration Files
 - Select the Field Layout
 - Matching the Phase/Trial # (1-8)
 - Set the Allowed Game Time (seconds)

Running each Phase Time Trial

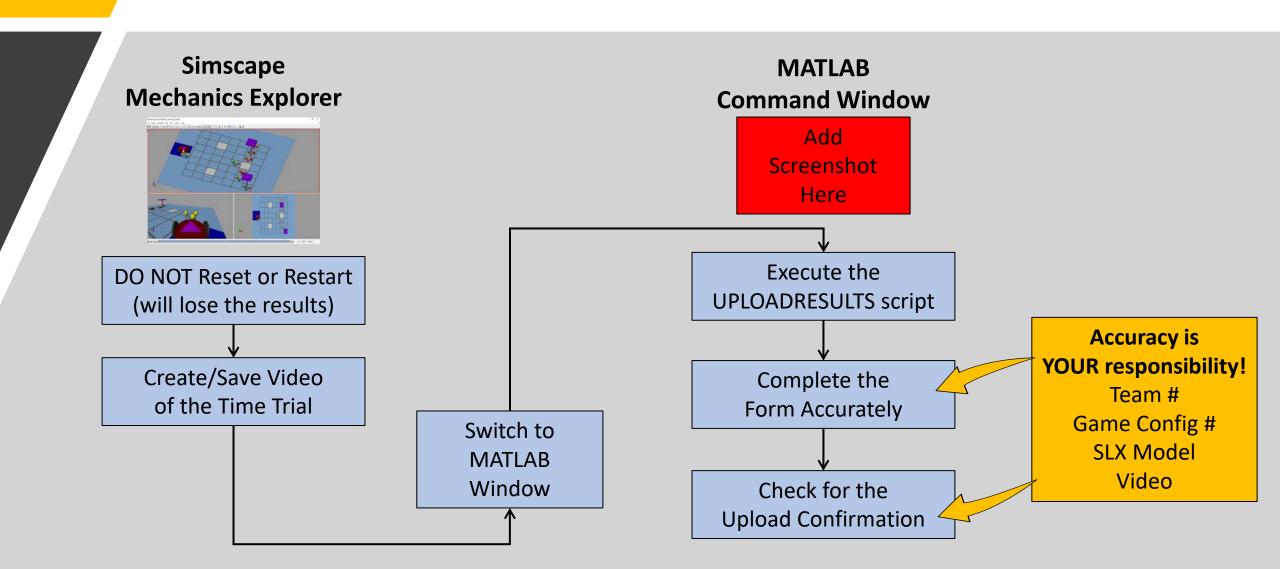
Running Simulation, Creating Video











Autonomous Programming Challenge Summary



- 8-week programming challenge
- Autonomous Programming Only
- Local Software or MATLAB Online
- Final Game Configs available in final week (7 days for best run)
- Multiple Game Configs & Objectives to run (3-4)
- Submission deadline (results + video + slx model)
- Hub-level ranking and awards
- National-level ranking and awards

Autonomous Programming Challenge RULES RELEASE



Complete Rules for each Phase/Time-Trial will be released on September 25, 2021

(1 week prior to the Challenge start date October 2, 2021)

End