



Enigma

The 12 Hour Computational Astrophysics Hackathon.

20:00 IST, May 2, 2022 to 8:00 IST May 3, 2022

Problem Statement:

You'll have to work on 3-5 tasks on a dataset (Exact number of problems will be revealed on site). The solution of each problem will be assessed and taken into consideration. The weights of each task shall be released at the competition site itself. The participants are expected to develop an interface that allows for easy input and output of the data. In terms of data collection, Enigma needs no pre-event preparation from participants. Relevant theory material will be given to the participants.

Register for the event here : <https://forms.gle/Fn1eE3w5c6X1qFg27>

Team Structure:

A team should have **at least 1 and at most 4** team member(s).

Timeline:

- Participants must be logged into the specified meeting link 10 minutes before the commencement of the event. Point distribution of tasks will be revealed.
- 15 minutes for the introduction of the problem statement.
- The duration of Enigma will be 12 hours.

Note: *The time is subject to changes depending on the number of participants.*

Judging Criteria:

- Scores will be judged based on your code submission.
- Design, innovation, efficiency would lead to advantage to respective teams.
- Well commented code will lead to extra points.

Rules and Regulations:

- Please ensure you have the development environments set up beforehand. You will not be given extra time for this.
- The usage of the internet is allowed.
- Teams found in the act of plagiarism and/or that submit a platform/presentation which resembles any recognized work by other organizations will be disqualified and will not be considered in the final standings.

In case of any doubt/concern regarding the event, either call the coordinators or write an email to all@astrax.in.

Event Coordinators

Avni Mittal
+91 9667730877
b20088@students.iitmandi.ac.in

Rachna Shaw
+91 7003755053
b21259@students.iitmandi.ac.in

This rulebook was last updated on Tue, Apr 26 2022, 23:15 IST