Task 2

Welcome to NB theme!





Rulebook )
Task 0 )
Task 1 )

eYRC 2020-21: Nirikshak Bot (NB)

### 2A - Develop Ball Tracking Algorithm

2B - Generate Maze in CoppeliaSim with Remote API

Task 4
Task 5

**Practice Task** 

Instructions for Task 6

Task 6 Scene Details

Coding Standard

Git and GitHub

Live Session 1 - 24th October 2020

Live Session 2 - 21st November 2020

Live Session 3 - 12th December 2020

Live Session 4 - 10th January 2021

Changelog

# Task 2A

# **Develop a Ball Tracking Algorithm**

[ Last Updated on: 12th November 2020, 09:29 Hrs ]

- 1. Problem Statement
- 2. Given
  - 1. CoppeliaSim's Scene File ( task\_2a\_scene.ttt )
  - o 2. Main Script ( task\_2a.py )
  - 3. Test executable ( test\_task\_2a.exe or test\_task\_2a )
- 3. Getting Started
- 4. Understanding the Task
  - 0 1. init\_remote\_api\_server()
  - 0 2. start\_simulation()
  - o 3. stop\_simulation()
  - 0 4. exit\_remote\_api\_server()
  - o 5. get\_vision\_sensor\_image()
  - 6. transform\_vision\_sensor\_image(vision\_sensor\_image, image\_resolution)
  - 7. applyPerspectiveTransform(transformed\_image)
  - 0 8. scan\_image(warped\_image)
- 5. Testing the Solution
  - 1. Test using task\_2a.py
  - 2. Test using test\_task\_2a.exe or test\_task\_2a
- Submission Instructions

The aim of this task is as follows:

- Process the image captured by Vision Sensor in CoppeliaSim using Remote API
- Apply concepts of Task 1A to find the correct **Shape, Color, Centroid X and Centroid Y** of the ball(s) in dynamic CoppeliaSim scene.

**NOTE:** Before proceeding further, make sure you have thoroughly understood the concepts of **Task 1A** and **1B**.

## 1. Problem Statement

The aim of this task is to **develop an algorithm to track ball(s)** in the given CoppeliaSim scene.

### 2. Given

- 1. CoppeliaSim's Scene File (task\_2a\_scene.ttt)
  - A scene file i.e. task\_2a\_scene.ttt of CoppeliaSim software as shown in Figure 1.

21\_CoppeliaSim\_scene\_file\_for\_task\_2a
Figure 1: CoppeliaSim scene file (task\_2a\_scene.ttt).

• The **objects in the scene** along **with their names and uses** are given in Table 1.

| Objects                   | Name in the scene       | Use(s)  |
|---------------------------|-------------------------|---|
| Top Plate<br>Respondable  | top_plate_respondable_1 | Representing <b>respondable part</b> of the <b>top plate</b> in Ball Balancing Platform Bot |
| Top Plate<br>Visual       | top_plate_visual_1      | Representing <b>visual part</b> of the <b>top plate</b> of Ball Balancing Platform          |
| Ball 1                    | ball_1                  | <b>Red color ball</b> that is supposed to be tracked  |
| Ball 2                    | ball_2                  | <b>Blue color ball</b> that is supposed to be tracked                                       |
| Vision<br>Sensor<br>Dummy | vision_sensor_dummy_1   | <b>Dummy</b> used to position and orient<br>Vision Sensor                                   |

### Welcome to NB theme!

Rulebook

Task 0

Task 1

Task 2

### 2A - Develop Ball Tracking Algorithm

2B - Generate Maze in CoppeliaSim with Remote API

Task 3
Task 4
Task 5

Practice Task

Instructions for Task 6

Task 6 Scene Details

**Coding Standard** 

Git and GitHub

Live Session 1 - 24th October 2020

Live Session 2 - 21st November 2020

Live Session 3 - 12th December 2020

Live Session 4 - 10th January 2021

Changelog

# Welcome to NB theme! Rulebook Task 0 Task 1 Task 2 2A - Develop Ball Tracking Algorithm 2B - Generate Maze in CoppeliaSim with Remote API Task 3 Task 4 Task 5 Practice Task Instructions for Task 6 Task 6 Scene Details Coding Standard Git and GitHub Live Session 1 - 24th October 2020 Live Session 2 - 21st November 2020 Live Session 3 - 12th December 2020

Live Session 4 - 10th January 2021

Changelog

| Objects          | Name in the scene | Use(s)   |
|------------------|-------------------|--|
| Vision<br>Sensor | vision_sensor_1   | Works as the <b>camera</b> in the scene. The <b>output of vision sensor</b> is supposed to be used for <b>Image Processing</b> . |

Table 1: Objects along with their names and uses in the given scene file.

• A floating view of the output of *vision\_sensor\_1* is also shown.

#### NOTE:

- In this task you are **NOT** required to **change anything in the scene file**.
- Any change in the names of the objects, their parent child relationships, their properties, position, orientation etc. will result in poor evaluation and hence low marks.

### 2. Main Script ( task\_2a.py )

- The python script i.e. task\_2a.py **NEEDS** to be edited by the respective teams.
- It contains functions which are going to be called by the test\_task\_2a.exe or test\_task\_2;
- The **details of each function** is mentioned in the file and in this documentation. Read **both the files carefully** before attempting the task.

### 3. Test executable ( test\_task\_2a.exe or test\_task\_2a )

- The team **should run this executable ONLY after they have completed** writing the **task\_2a.py** script.
- It will evaluate the task\_2a.py, task\_1a\_part1.py and task\_1b.py scripts and display the result scored in the task.

# 3. Getting Started

- Download the following zip file containing the above mentioned files. Right-click on the hyperlink and select Save Link As... option to download.
  - Windows OS Users:
    - task\_2a\_develop\_ball\_track\_algo\_windows.zip

Rulebook

Task 0

Task 1

Task 2

### 2A - Develop Ball Tracking Algorithm

2B - Generate Maze in CoppeliaSim with Remote API

Task 4
Task 5

**Practice Task** 

Instructions for Task 6

Task 6 Scene Details

Coding Standard

Git and GitHub

Live Session 1 - 24th October 2020

Live Session 2 - 21st November 2020

Live Session 3 - 12th December 2020

Live Session 4 - 10th January 2021

Changelog

- Ubuntu OS Users:
  - task\_2a\_develop\_ball\_track\_algo\_ubuntu.zip
- o Macintosh OS Users:
  - task\_2a\_develop\_ball\_track\_algo\_macintosh.zip

**NOTE:** The browser might warn that the file can harm your PC, but it will not and you can safely download it.

- Extract the downloaded zip file.
- Copy task\_1a\_part1.py and task\_1b.py files made by your team in Task 1A and 1B and paste in the extracted folder.

#### NOTE:

- The teams are supposed to edit task\_1a\_part1.py and task\_1b.py made by them
  in Task 1A and 1B.
- These Python scripts are **not** included in the **zip file of Task 2A**.
- These Python scripts are already imported or called in test\_task\_2a.exe / test\_task\_2a.
- Do **NOT** change the names of these files.
- Make sure you add following files in the same directory where all the Python scripts of this
   Task 2A are present.
  - o sim.py
  - o simConst.py
  - remoteApi.dll (for Windows) OR remoteApi.so (for Linux) OR remoteApi.dylib (for Macintosh)
- Refer Task 0 Test Setup for further details.
- After completing the above steps, your folder should have the following files:
  - o task\_2a\_scene.ttt
  - o test\_task\_2a.exe / test\_task\_2a
  - o task\_2a.py
  - o task\_la\_part1.py
  - o task\_1b.py
  - o sim.py

Rulebook

Task 0

Task 1

Task 2

### 2A - Develop Ball Tracking Algorithm

2B - Generate Maze in CoppeliaSim with Remote API

Task 3
Task 4
Task 5

**Practice Task** 

Instructions for Task 6

Task 6 Scene Details

**Coding Standard** 

Git and GitHub

Live Session 1 - 24th October 2020

Live Session 2 - 21st November 2020

Live Session 3 - 12th December 2020

Live Session 4 - 10th January 2021

Changelog

- o simConst.py
- remoteApi.dll (for Windows) OR remoteApi.so (for Linux) OR remoteApi.dylib (for Macintosh)

Now, read the following instructions carefully. **Any deviation from the listed instructions will result in poor evaluation and hence low marks**.

# 4. Understanding the Task

- In this task you will have to edit 3 Python scripts.
- These are task\_2a.py, task\_1a\_part1.py and task\_1b.py.
- The given script i.e. task\_2a.py has 6 functions that are supposed to be completed by the team.
- The remaining 2 functions are supposed to be edited in task\_la\_part1.py and task\_lb.py
- These functions along with their uses are shown in **Table 2**.

| Sr.<br>No. | Name                     | Use   | Python script to be used |
|------------|--------------------------|---|--------------------------|
| 1          | init_remote_api_server() | Start a communication thread with the server i.e. CoppeliaSim | task_2a.py               |
| 2          | start_simulation()       | Start the<br>CoppeliaSim<br>simulation                        | task_2a.py               |
| 3          | stop_simulation()        | Stop the<br>CoppeliaSim<br>simulation                         | task_2a.py               |
| 4          | exit_remote_api_server() | End the communication thread with the server i.e. CoppeliaSim | task_2a.py               |

Changelog

| Welcome to NB theme!                              |          |
|---|----------|
| Rulebook  | >        |
| Task 0  | >        |
| Task 1  | >        |
| Task 2  | <b>~</b> |
| 2A - Develop Ball Tracking Algorithm              |          |
| 2B - Generate Maze in CoppeliaSim with Remote API |          |
| Task 3  | >        |
| Task 4  | >        |
| Task 5  | >        |
| Practice Task                                     |          |
| Instructions for Task 6                           |          |
| Task 6 Scene Details                              |          |
| Coding Standard                                   |          |
| Git and GitHub                                    |          |
| Live Session 1 - 24th October 2020                |          |
| Live Session 2 - 21st November 2020               |          |
| Live Session 3 - 12th December 2020               |          |
| Live Session 4 - 10th January 2021                |          |
|   |          |

| Sr.<br>No. | Name  | Use  | Python script to be used |
|------------|---|--|--------------------------|
| 5          | <pre>get_vision_sensor_image()</pre>                                  | Get the image<br>array from<br>vision sensor in<br>CoppeliaSim<br>scene    | task_2a.py               |
| 6          | transform_vision_sensor_image<br>(vision_sensor_image,<br>resolution) | Convert the image array obtained from vision sensor to NumPy array         | task_2a.py               |
| 7          | applyPerspectiveTransform<br>(transformed_image)                      | Apply Perspective Transform to the image to isolate the ball and the table | task_1b.py               |
| 8          | scan_image(warped_image)  | Detect shape, color, centroid X and centroid Y from the warped image       | task_1a_part1.py         |

Table 2: Functions to be edited by teams in task\_2a.py, task\_1b.py and task\_1a\_part1.py.

• The **details** for each of mentioned **functions in Table 2** are shown in the underlying sections

### 1. init\_remote\_api\_server()

| Parameters         | Details   |
|--------------------|---|
| Purpose            | This function should first close any opened connection and then start a communication thread with server i.e. Coppeliasim. The client_id should be stored in a global variable. |
| Input<br>Arguments | None  |
| Return             | client_id:[integer] generated from the start connection remote API  |
| Example<br>Call    | client_id = init_remote_api_server()  |

Table 3: *init\_remote\_api\_server()* function to be edited by teams in task\_2a.py.

Rulebook

Task 0

Task 1

Task 2

### 2A - Develop Ball Tracking Algorithm

2B - Generate Maze in CoppeliaSim with Remote API

Task 4
Task 5

Practice Task

Instructions for Task 6

Task 6 Scene Details

**Coding Standard** 

Git and GitHub

Live Session 1 - 24th October 2020

Live Session 2 - 21st November 2020

Live Session 3 - 12th December 2020

Live Session 4 - 10th January 2021

Changelog

**NOTE:** In this task, do not call the **stop\_simulation** function **in case of failed connection** to the server. The **test\_task\_2a.exe** / **test\_task\_2a** file will handle that.

### 2. start\_simulation()

| Parameters         | Details   |
|--------------------|---|
| Purpose            | <ol> <li>This function should first start the simulation if the connection to server i.e. CoppeliaSim was successful.</li> <li>It should then retrieve the time needed for a command to be sent to the server, executed, and sent back to this function. This will help to ensure synchronization between your python file and the server.</li> </ol> |
| Input<br>Arguments | None  |
| Return             | return_code:[integer] generated from the start running simulation remote API  |
| Example<br>Call    | return_code = start_simulation()  |

Table 4: *start\_simulation()* function to be edited by teams in *task\_2a.py*.

### 3. stop\_simulation()

| Parameters         | Details  |
|--------------------|--|
| Purpose            | This function should <b>stop the running simulation</b> in CoppeliaSim server. |
| Input<br>Arguments | None   |
| Return             | return_code:[integer] generated from the stop running simulation remote API    |
| Example Call       | return_code = stop_simulation()  |

Table 5: **stop\_simulation()** function to be edited by teams in **task\_2a.py**.

### 4. exit\_remote\_api\_server()

| Parameters | Details |
|------------|---------|
|            |         |

| Welcome to NB theme!                              |   |
|---|---|
| Rulebook  | > |
| Task 0  | > |
| Task 1  | > |
| Task 2  | ~ |
| 2A - Develop Ball Tracking Algorithn              | n |
| 2B - Generate Maze in CoppeliaSim with Remote API |   |
| Task 3  | > |
| Task 4  | > |
| Task 5  | > |
| Practice Task                                     |   |
| Instructions for Task 6                           |   |
| Task 6 Scene Details                              | < |
| Coding Standard                                   |   |
| Git and GitHub                                    |   |
| Live Session 1 - 24th October 2020                |   |
| Live Session 2 - 21st November 2020               |   |
| Live Session 3 - 12th December 2020               |   |
| Live Session 4 - 10th January 2021                |   |
| Changelog   |   |

| Parameters         | Details   |
|--------------------|---|
| Purpose            | 1. This function should wait for the last command sent to arrive at the CoppeliaSim server before closing the connection  2. It should then end the communication thread with server i.e.  CoppeliaSim using simxFinish Remote API. |
| Input<br>Arguments | None  |
| Return             | None  |
| Example<br>Call    | exit_remote_api_server()  |

Table 6: exit\_remote\_api\_server() function to be edited by teams in task\_2a.py.

### 5. get\_vision\_sensor\_image()

| Parameters         | Details   |
|--------------------|---|
| Purpose            | This function <b>should first get the handle of the vision sensor</b> and then using that, <b>get the vision sensor's image</b> array from the CoppeliaSim's scene. |
| Input<br>Arguments | None  |
| Return             | <pre>vision_sensor_image : [list] 1 dimensional array from get vision sensor image remote API</pre>   |
| Example<br>Call    | <pre>vision_sensor_image, image_resolution, return_code =     get_vision_sensor_image()</pre>   |

Table 7: get\_vision\_sensor\_image function to be edited by teams in task\_2a.py.

### 6. transform\_vision\_sensor\_image(vision\_sensor\_image, image\_resolution)

**Parameters** 

# Welcome to NB theme! Rulebook Task 0 Task 1 Task 2 2A - Develop Ball Tracking Algorithm 2B - Generate Maze in CoppeliaSim with Remote API Task 3 Task 4 Task 5 Practice Task Instructions for Task 6 Task 6 Scene Details **Coding Standard** Git and GitHub

Live Session 1 - 24th October 2020

Changelog

Live Session 2 - 21st November 2020 Live Session 3 - 12th December 2020

| This function should do the following:  1. Convert the vision sensor's array to a NumPy array with data-type as uint8.  2. Resize new 1 dimensional numpy array to a 3 dimensional NumPy array.  |
|--|
| 3. Change the <b>color of the image</b> from <b>BGR to RGB</b> 4. <b>Flip</b> the image <b>about the 'x' axis</b> .  |
| <pre>vision_sensor_image : [ list ] 1 dimensional array from get vision sensor image remote API     image_resolution : [ list ] resolution of imagefrom get vision sensor image remote API</pre> |
| transformed_image : [ numpy array ] resultant transformed image array after completing the above mentioned steps   |
| <pre>transformed_image = transform_vision_sensor_image(vision_sensor_image,     image_resolution)</pre>  |
| F  |

**Details** 

Table 8: *transform\_vision\_sensor\_image* function to be edited by teams in *task\_2a.py*.

**NOTE:** The following 2 functions should **not** be added/edited in the <code>task\_2a.py</code> script:

- applyPerspectiveTransform()
- scan\_image()

Live Session 4 - 10th January 2021

### 7. applyPerspectiveTransform(transformed\_image)

| Parameters         | Details   |
|--------------------|---|
| Purpose            | This function takes the new <b>transformed image</b> as input and applies <b>Perspective Transform</b> on it <b>to isolate the top plate and the ball</b> .  The <b>resolution</b> of the <b>warped image</b> should strictly be <b>1280x1280</b> . |
| Input<br>Arguments | transformed_image : [ numpy array ] resultant transformed image array after completing the above mentioned steps  |
| Return             | warped_image:[numpy array] after applying the Perspective Transform   |
| Example<br>Call    | <pre>warped_image = task_1b.applyPerspectiveTransform(transformed_image)</pre>  |

Welcome to NB theme! Rulebook Task 0 Task 1 Task 2 2A - Develop Ball Tracking Algorithm 2B - Generate Maze in CoppeliaSim with Remote API Task 3 Task 4 Task 5 Practice Task Instructions for Task 6 Task 6 Scene Details Coding Standard Git and GitHub

Live Session 1 - 24th October 2020 Live Session 2 - 21st November 2020 Live Session 3 - 12th December 2020 Live Session 4 - 10th January 2021

Changelog

Table 9: *applyPerspectiveTransform* function to be edited by teams in **task\_1b.py**.

**NOTE:** The **resolution** of the warped image should strictly be **1280x1280**. Any deviation in this resolution will result in incorrect data being generated by the **scan\_image** function.

- Make sure that **appropriate** value of the **threshold** is chosen.
- If the thresholding is **incorrect**, the output of **applyPerspectiveTransform** function will also be incorrect.
- Figure 2 compares the **appropriate and inappropriate** method of thresholding.

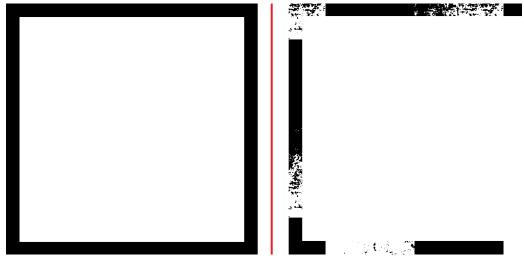


Figure 2: Output of appropriate (on left) and inappropriate (on right) thresholding.

### 8. scan\_image(warped\_image)

| Parameters | Details  |
|------------|--|
|            | This function detects <b>shape</b> , <b>color</b> , <b>centroid x</b> and <b>centroid y</b> from the |
| Purpose    | warped image. In case of <b>two balls being detected</b> , it should return the said                 |
|            | parameters <b>in the alphabetical order</b> of their <b>color</b> detected.                          |

Welcome to NB theme! Rulebook Task 0 Task 1 Task 2 2A - Develop Ball Tracking Algorithm 2B - Generate Maze in CoppeliaSim with Remote API Task 3 Task 4 Task 5 Practice Task Instructions for Task 6 Task 6 Scene Details Coding Standard Git and GitHub Live Session 1 - 24th October 2020 Live Session 2 - 21st November 2020 Live Session 3 - 12th December 2020

Live Session 4 - 10th January 2021

Changelog

| Parameters         | Details   |
|--------------------|---|
| Input<br>Arguments | <pre>warped_image : [ numpy array ]</pre>   |
| Return             | Dictionary with Shape as the key and Python list of Color, Centroid X and Centroid Y as the value.  Example Usage:  In case of a single ball being detected it should return the dictionary as:  {'Circle': ['red', 100, 99]}  In case of multiple balls being detected it should return the dictionary in alphabetical order of ball Color as:  {'Circle': [['blue', 100, 99], ['red', 99, 100]]}  Name of Shape and Color are case sensitive. |
| Example<br>Call    | shapes = task_1a_part1.scan_image(warped_img)   |

Table 10: **scan\_image** function to be edited by teams in **task\_1a\_part1.py**.

### NOTE:

- In task\_la\_partl.py, the input to the scan\_image function was img\_file\_path. However now it is changed to warped\_image. Hence make changes accordingly.
- You are allowed to use helper functions in the allocated space of task\_2a.py.

## 5. Testing the Solution

Before testing the solution make sure you have **plugged in your laptop to power source** and **closed unnecessary applications** open in your PC.

NOTE: The installation of all software/libraries has been tested only on the following 64 bit OS:

- Windows 7, 8 and 10
- Ubuntu 16.04 and 18.04
- macOS Catalina (10.15)

#### 2A - Develop Ball Tracking Algorithm - eYRC 2020-21: Nirikshak Bot (NB)

The testing of solution is **divided into two** sub parts:

### 1. Test using task\_2a.py

- To test your solution,
  - Activate your Conda environment, navigate to the directory where you have downloaded all the files and run python task\_2a.py
  - Open the provided scene file task\_2a\_scene.ttt in CoppeliaSim.
- If the code runs without any errors and you are **satisfied with the output** obtained, you can proceed ahead with the **next part**.

### 2. Test using test\_task\_2a.exe or test\_task\_2a

- This executable file will call the above mentioned 8 functions from task\_2a.py, task\_1a\_part1.py and task\_1b.py regularly.
- Make sure that your Conda environment is activated.
- Open the provided scene file task\_2a\_scene.ttt in CoppeliaSim.
- When the test\_task\_2a.exe or test\_task\_2a is running, make sure you do not disturb the code or the CoppeliaSim scene.
- Navigate to the directory where all the files mentioned were downloaded and extracted.

**NOTE:** After you run the following command(s) in your respective OS, it may take **up to 1 minute** for the file to initialize.

#### o For Windows:

- Type the following command:
  - test\_task\_2a.exe
- If there are no errors in task\_2a.py, task\_1a\_part1.py and task\_1b.py, you will see the output resemble Figure 3.

### Welcome to NB theme!

Rulebook

Task 0

Task 1

Task 2

### 2A - Develop Ball Tracking Algorithm

2B - Generate Maze in CoppeliaSim with Remote API

Task 3

Task 4

Task 5

Practice Task

Instructions for Task 6

Task 6 Scene Details

Coding Standard

Git and GitHub

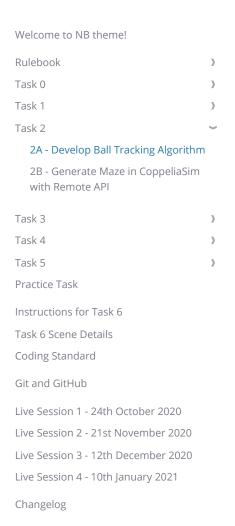
Live Session 1 - 24th October 2020

Live Session 2 - 21st November 2020

Live Session 3 - 12th December 2020

Live Session 4 - 10th January 2021

Changelog



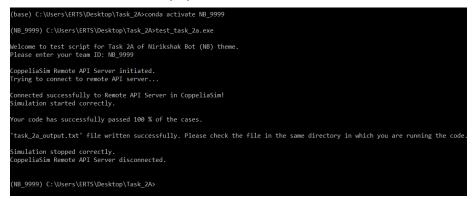


Figure 3: Output of test\_task\_2a.exe on Windows.

### o For Ubuntu:

- Type the following command:
  - ./test\_task\_2a
- If there are no errors in task\_2a.py, task\_1a\_part1.py and task\_1b.py, you will see the output resemble Figure 4.



Figure 4: Output of test\_task\_2a on Ubuntu.

#### For Macintosh:

- Type the following command:
  - ./test\_task\_2a

Rulebook
Task 0
Task 1
Task 2

#### 2A - Develop Ball Tracking Algorithm

2B - Generate Maze in CoppeliaSim with Remote API

Task 3
)
Task 4
)
Task 5
)

**Practice Task** 

Instructions for Task 6

Task 6 Scene Details

Coding Standard

Git and GitHub

Live Session 1 - 24th October 2020

Live Session 2 - 21st November 2020

Live Session 3 - 12th December 2020

Live Session 4 - 10th January 2021

Changelog

If there are no errors in task\_2a.py, task\_1a\_part1.py and task\_1b.py, you will see the output resemble Figure 5.

5\_output\_of\_test\_task\_2a\_exe\_in\_Macintosh Figure 5: Output of **test\_task\_2a** on Macintosh.

 During execution of the file in Ubuntu, you will find the output as shown in Figure 6. Similar output will be observed in Windows and Macintosh OS.

6: Execution of test\_task\_2a on Ubuntu.

 After execution of the file, task\_2a\_output.txt will be created in the same directory in which the test\_task\_2a\_py was running.

**NOTE:** During the time when <code>test\_task\_2a.exe</code> or <code>test\_task\_2a</code> is running, your CoppeliaSim's simulation or ball's movement may lag because of the the time it takes for <code>task\_2a.py</code>, <code>task\_1a\_part1.py</code> and <code>task\_1b.py</code> to return the <code>output</code>. **Do not** worry about the lag.

### **Submission Instructions**

For **Task 2A submission** you have to upload a **.zip** file. To create the appropriate file please follow instructions given below:

- 1. Create a new folder named NB\_<Team-ID>\_Task\_2A.
  - For example: if your team ID is 9999 then you need to create a folder named NB\_9999\_Task\_2A.
- 2. Now copy and paste following files into this folder:
  - task\_2a.py (with modified functions)
  - task\_la\_part1.py (with modified scan\_image function)
  - task\_1b.py (with modified applyPerspectiveTransform function)
  - task\_2a\_output.txt (generated after running test\_task\_2a.exe OR test\_task\_2a)
- 3. Compress this folder into a zip file and name it as NB\_9999\_Task\_2A.zip.

### 2A - Develop Ball Tracking Algorithm - eYRC 2020-21: Nirikshak Bot (NB)

4. Now go to the eYRC Portal and follow the instructions to upload this .zip file for Task\_2A as shown in Figure 7.

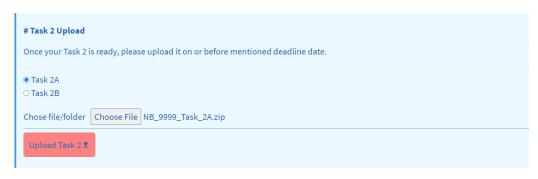


Figure 7: Submission of NB\_9999\_Task\_2A.zip file on eYRC portal.

**NOTE:** File names mentioned are case sensitive. Verify all the file names before creating the zip file.

5. After you have **successfully submitted Task 2A and Task 2B files**, you can verify the zip file uploaded from the **'Verify Task 2 Upload'** section on the eYRC portal. The same is shown is Figure 8.

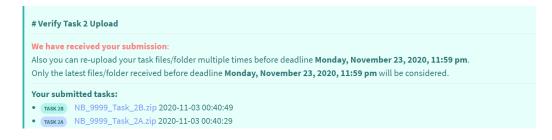


Figure 8: Successful submission of **Task 2A and Task 2B** on eYRC portal.

## **ALL THE BEST!!**

Rulebook

Task 0

Task 1

Task 2

### 2A - Develop Ball Tracking Algorithm

2B - Generate Maze in CoppeliaSim with Remote API

Task 3

Task 4

Task 5

Practice Task

Instructions for Task 6

Task 6 Scene Details

Coding Standard

Git and GitHub

Live Session 1 - 24th October 2020

Live Session 2 - 21st November 2020

Live Session 3 - 12th December 2020

Live Session 4 - 10th January 2021

Changelog