

ERCEPTRON

TECHNICAL FEST'25

JAN 10-11 2025

Presented by RKMVERI



ABOUTUS

Welcome to the 3rd edition of Perceptron, the flagship technical fest organised by the Department of Computer Science at Ramakrishna Mission Vivekananda Educational and Research Institute, Belur.

This year, Perceptron 2025 is a two-day extravaganza packed with exciting events, ranging from coding challenges, chess tournaments to quizzes, gaming competitions, and much more. For those eager to dive into the latest trends in Artificial Intelligence, we have curated insightful seminars and thrilling hackathons that will inspire and ignite innovation.

Be a part of this dynamic journey where technology meets talent, and ideas turn into reality. Whether you're here to compete, learn, or simply explore, there's something for everyone. Let's come together to create moments that inspire and memories that last a lifetime!

Crimson skies, eternal echoes

GENERAL INSTRUCTIONS

- Participants must arrive on campus by 10:00 AM on the event day for physical verification. Late arrivals will not be permitted, except under exceptional circumstances approved by the organizers.
- Participants must carry a valid student ID card and a valid Government ID for registration and entry.
- Spot registration for all offline events will be available starting from 9 AM on the event day. Availability is limited and will be on a first-come, first-served basis.
- Carrying prohibited items such as weapons, hazardous materials, or any other item deemed inappropriate by the organizers is strictly forbidden.
- The organizers reserve the right to disqualify participants for violation of rules, misconduct, or failure to adhere to event guidelines.
- The decision of the organizers in all matters related to the event will be final and binding.
- For any further queries, the participants may contact the event coordinator.
- If an event has low registrations, it may be canceled or the prize adjusted accordingly.
- Registration Fees for each event is Rs 30.00 only.

FEATURED EVENTS

BETTER
CALL TAL

THE TURING SHOW

UNDER THE HAMMER

EXQUIZZIT

DEEP THINK

ENIGMA EQUATION

SEMINARS

BEYOND THE LINES

LICHT

CLASH OF WHEELS

Better Call A

Chess Competition

MODE: OFFLINE

Participation : Individual

"Where minds clash and legends are born."

Step into the mystical world of chess, where strategy meets magic and every move weaves a tale of brilliance. The board is your battlefield, the pieces your loyal army, and each choice shapes your destiny. Only the boldest tacticians will rise to greatness. The challenge awaits—let the game begin!





Preliminary Rounds (Swiss Style)

- Rounds: 3/5
- Time Control: 5 minutes per player (no increment)
- Format:
 - Swiss-style pairing, no player elimination.
 - Points awarded based on performance.
- Outcome:
 - Top 8 players qualify for knockout stage.
 - Tie-breakers resolved using the Buchholz system.
 - Note: Games on a virtual board; players must be present offline on campus

Quarterfinals:

- Participants: Top 8 players.
- Time Control: 5 minutes per player (no increment).
- Format: Single-elimination; winners advance to semifinals.

Semifinals:

- Participants: 4 players (quarterfinal winners).
- Time Control: 10 minutes per player (no increment).
- Format: Single-elimination; winners advance to finals.

Finals:

- Participants: 2 players (semifinal winners).
- Time Control: 10 minutes per player (no increment).
- Format: Winner crowned Tournament Champion.

Additional Details

Platform:

- Preliminary rounds on Lichess.org or Chess.com
- Players must create accounts and share usernames during registration.
- A tournament link will be provided for joining.

Venue:

All players must be present offline on campus.

Registration Process

Register via provided link; confirmation sent via email.

Tournament Rules:

- Standard chess rules apply.
- Arbiter's decision is final.
- Strict enforcement of fair play policies; violations lead to disqualification.

Tie-Breakers:

• Swiss rounds tie-breakers use the Buchholz system or platform methods.



Coding Competition

MODE: OFFLINE

Participation: Individual

Welcome to The Turing show, where innovation meets competition! This is your chance to showcase your coding skills, solve exciting problems, and push the boundaries of creativity. Whether you're a code wizard or a curious learner, the stage is set for brilliance.





Rules and Guidelines

- Must have a HackerRank ID.
- Must be present on university premises before the competition.
- Participants do not need to bring personal laptops.

Questions:

- 3 Levels:
 - Easy (10 marks each)
 - Medium (20 marks each)
 - Hard (40 marks each)
- Marks awarded based on the number of test cases passed.

In case of a tie:

- Consider which questions were attempted.
- Count how many test cases from each question level passed.
- These will be managed automatically in HackerRank.



Auction Event

MODE: OFFLINE

Participation: Team

(Atmost 3)

Welcome to an exhilarating cricket event where knowledge meets strategy! Teams of 2 to 3 members will compete in a prelims round, followed by a dynamic auction to build their ideal squad. With a focus on skillful bidding and strategic planning, participants will vie for the championship title. Join us for a thrilling experience that celebrates teamwork and the love of cricket!





Participation:

- Team event with 2-3 members per team.
- Each team must announce an owner at registration.
- Spot registration allowed.
- Unique identification number provided at the event start.

Structure:

• Rounds: 2 (Prelims and Auction Round)

Prelims:

- Pen and paper round on cricket general knowledge.
- Top 8 teams qualify for finals; tie-breaker if necessary.

Finals:

- Oral on-stage auction for qualified teams.
- Auction pool includes cricketers with varying base prices and skills (batsman/bowler/all-rounder/wicketkeeper).
- Budget: 90 crores per team.
- Squad requirements: 15 players (max 7 non-Indians), including at least 5 batsmen, 4 bowlers, 3 all-rounders, and 2 wicketkeepers.

Bidding Rules:

- Base price announced; 5 seconds to bid or player is unsold.
- Subsequent bids within 3 seconds; process repeats until sold.
- Teams must finalize playing 11, appoint a captain and wicketkeeper.
- Points calculated using an in-house rating system; highest and second-highest points win.
- Remaining purse considered in case of a tie.
- Playing 11 must meet specific criteria; failure leads to disqualification.
- No re-auctioning of players.
- Bidding increments: 10 Lakh up to 1 Cr, 20 Lakh from 1-5 Cr, 50 Lakh above 5 Cr.
- Jump bids allowed.
- Bidding process allows only one additional team to bid at a time; teams can re-enter if others drop out.

Note:

- Additional details provided at the event.
- Prize money waived by 50% if fewer teams/participants show up.
- Final decisions made by the organizing committee.
- Teams unsure about rules should consult the auctioneer before the auction begins.

Judging Criteria:

- Initial Squad Evaluation:
 - Teams must buy 15 players within a 90 crore budget.
 - Submit Playing 11 with a captain and wicketkeeper,
 both with IPL experience.
- Primary Evaluation (Playing 11):
 - Points calculated based on captain and wicketkeeper selection from a predefined list.
 - Points awarded based on combinations of captain and wicketkeeper selections.
- Tie-Breaker 1 (Reserve Players):
 - Total points of reserve players (excluding Playing 11) used to break ties.
- Tie-Breaker 2 (Remaining Purse):
 - Larger remaining purse wins if still tied.

Additional Rules:

- Unfair means (copying, electronic devices) lead to immediate disqualification.
- Late arrivals do not receive extra time.
- No communication between teams during the event.
- Coordinator's decision is final.



Quiz

MODE: OFFINE Participation: Team (Atmost 3)

Welcome to ExQuizzit—an electrifying Under25 Quiz Competition designed to challenge
your General Knowledge and reward your
brilliance. Join forces in teams of up to three
and take on the preliminary round to earn
your spot in the grand finale. Only the sharpest
minds will advance against seven elite teams
in an ultimate showdown of wits and wisdom.
Prove your mettle and claim the coveted
crown, along with exhilarating prizes and
eternal glory!





- Open to all students under 25 from colleges and universities.
- Each team can have a maximum of 3 members; duos and solo participants are welcome.
- Cross-college teams are allowed.
- Participants must carry their institute ID cards on the event day.
- Multiple teams from one institute are permitted.

Format and General Rules:

- General quiz covering topics such as Art, Literature, Movies, Music, Sports, Current Affairs, Science, and Technology.
- The quiz consists of Prelims and Finals.
- Prelims will have 26 questions in A-Z format.
- Top 8 teams qualify for the finals.
- Finals rules and details will be announced by the Quiz
 Master during the event.
- All rules are subject to change at the discretion of the organizing committee, whose decisions are final.



PuzzleHunt

MODE: OFFLINE

Participation : Individual

Welcome to the ultimate Puzzle Solving Contest, where logic, and creativity come together in an exhilarating challenge! Participants will engage in a series of mind-bending puzzles designed to test their problem-solving skills and quick thinking. Participants will race against the clock to unravel clues, decode mysteries, and complete intricate challenges. Whether you're a seasoned puzzler or a curious newcomer, this contest promises an exciting journey of discovery and collaboration. Get ready to unleash your intellect and compete for the title of Puzzle Master!





Format:

Round 1:

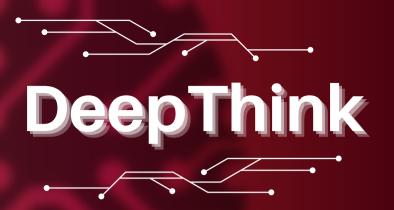
- Pen-and-paper, 15 multiple-choice questions (MCQs)
- Time limit: 40 minutes
- Scoring: +4 for correct, 0 for incorrect, +1 for unanswered questions.

Round 2:

- Pen-and-paper, 10 questions
- Time limit: 1 hour
- Scoring: Each question worth 10 marks.

Qualification Rules:

- Top 20 contestants from Round 1 qualify for Round 2.
- In case of a tie, preference is given to contestants with fewer wrong attempts.



Al-Hackathon

MODE: HYBRID

Participation : Team (Atmost 3)

Rules and Guidelines

- The problem statement, case study, and dataset will be shared 7–10 days before the event.
- Teams must submit their solutions, including models and methodologies, 2 days before the event.

 Submission details will be provided in advance.
- Each team will have 10 minutes to present their approach and findings during the event, focusing on methodology, analysis, and solution development.
- Further details will be provided here soon. Please check this page regularly for updates.







Creative Writing

MODE ONLINE

Participation : Individual

"Here creativity meets Eloquence."

Unleash your creativity and channel it through words. Write lines that go beyond a single expression. Participate in this age old exercise of the mind.



Rules and Guidelines

- Registration will close at 8th January 11:59 PM.
- All interested participants must register beforehand, no spot registration will be available.
- Participants have 24 hours to submit their writing in typing in a pdf or doc format. No handwritten submission will be entertained.
- The writing medium is English. Both the writing format and topics will be given out through online on 9th January 12:00 AM.
- The specific rules for each format will be given alongside.
- The submission likewise, will be through online. The links will be given out shortly after registration closes. The writing must be original, participants are strictly barred from using generative AI.



Photography

MODE: ONLINE

Participation : Individual

'Where Megapixels meet mastery and ISO illuminates imagination.'



Rules and Guidelines

- Registration will close at 8th January 11:59 PM
- Participants have 24 hours to submit their photographs.
- Online photography event.
- Themes and links for submission will be given out after registration closes. There will be two themes.
- Aspect ratio is 3:4 or 4:3 both are accepted.
- Each participant has to submit maximum of one photograph from each of the themes. Both mobile and camera are allowed for the competition.
- The photos must be untouched.



Gaming Competition

MODE OFFLINE

Participation : Individual

Smash Karts is a fast-paced, multiplayer online kart racing and battle game that combines high-speed driving with explosive combat.

Players control customizable karts and compete in an arena to outlast and outscore their opponents.

The game is all about collecting weapons, dodging attacks, and strategically taking down other players to secure victory.





Rules and Guidelines

- No prior gaming experience is required. Everyone is encouraged to join and have fun!
- Participants can play using their own mobile phones, laptops, or the computers provided by the organizers.
- Controllers or external gaming devices are not permitted.
 Players must use the default controls available on their chosen device.
- Each match will last 8–10 minutes, unless otherwise specified by the event organizers.
- All participants must adhere to fair play guidelines, using only the in-game features and controls without external assistance or modifications

DEEP THINK

SEMINAR

CLASH OF WHEELS

DAY 1

ENIGMA EQUATION BETTER CALL TAL

SCHEDULE

EXQUIZZIT

SEMINAR

THE TURING SHOW

DAY 2

WORKSHOP

UNDER THE HAMNER

REGISTRATION



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THANK YOU

