REINFORCEMENT LEARNING COMPETITION–

THE COMPETITION REGULATIONS

#Mine golds, unfold knowledge

1. GENERAL CONDITIONS

1.1. Competition name: Reinforcement Learning Competition (RLCOMP 2020)

1.2. Topic: Mine golds, unfold knowledge

1.3. The Board of Organizers:

The competition is jointly organized by: the FSOFT AI Lab and Codelearn Academy, FPT Software JSC.

1.4. Schedule:

- Registration : 15/07/2020 – 05/08/2020

- Screening Stage - Navigation Challenge: 08/08/2020 - 03/09/2020

- Friendly Stage - Stepping Stone: 05/09 - 17/09/2020

- Final Stage - Treasure Island (Day 1): 19/09/2020

- Final Stage - Treasure Island (Day 2): 26/09/2020

- The above schedule can be adjusted during the competition depending on the actual situation and will be widely announced on all media channels of the competition at least two days before each stage takes place.

1.5. Participants:

- Competition is open to all who can code: Data Scientist, Developer, IT Student,...

- You should know about Information Technology, Artificial Intelligence or Machine Learning.

- Experience of Reinforcement Learning is a plus.

  Note: Participants are obliged to declare fully and accurately all information required by the Organizers in their registration. In case a fraud or fake account is discovered, the Organizers will cancel the participants' work partially or entirely and consider to expel them from the competition.

1.6. Registration requirements:

- The participants shall register in teams (1-3 persons) from 15/07 - 05/08 via: **https://rlcomp.codelearn.io**

- The Organizers will assist in grouping the participants in teams if required.

- Upon registration, the Organizers send a confirmation email to each team leader to finalize the list and the number of teams in the Screening Stage - Navigation Challenge.

- Each team creates an account on the system as per instructions by the Organizers.
  *Notice: All teams must use their team name as the **username**. If member has already Codelearn's account, click here to change the **username**:*
  https://codelearn.io/user/information/changeusername

2. TOPIC QUESTION

- The Technical Department of the Reinforcement Learning Competition is responsible for the topic question.

- The topic questions are decided by technology experts and senior developers with over 15 years of experience, possessing deep knowledge about algorithms.

- The topic question is confidential and will not be disclosed to unauthorized persons under any circumstance.

- The topic questions will not include hate content, attack or offense towards any individual or organization, and will not run counter to fine customs and relevant legal regulations of Vietnam.

3. RESULT ANNOUNCEMENT

- The score of each team is automatically calculated on the system.

- In the Navigation Challenge, after the teams update the Agents to the system, the system will return the result within 45 minutes, including the amount of gold mined and the submission time.

- The overall result will be updated based on the result of each submission and shown on the main page of the competition website.

- The final result will be announced on the media channels of the competition, including FSOFT AI Lab fanpage, participant support group, and other channels.

4. PRIZES AND AWARDS

4.1. Screening Stage - Navigation Challenge

- Certificates of the competition printed for all the teams competing in Navigation Challenge

4.2. Treasure Island

- First prize: 100,000,000 VND (~ $4300 USD) + cup + certificate + honor board + paid trip to showcase the AI Solutions values 20,000,000 (~ $860 USD)
- Second prize: 50,000,000 VND (~ $2200 USD) + cup + certificate + honor board
- Third prize: 20,000,000 VND (~ $900 USD) + cup + certificate + honor board
- Consolation prize: 5,000,000 VND (~ $220 USD) + cup + certificate + honor board
- Talent award: 20,000,000 VND (~ $900 USD) + certificate + honor board for a team with the best achievements, of which all the members are students
- Prospective award: 10,000,000 VND (~ $430 USD) + certificate + honor board for a team of which all the members are the most prospective students
- AI/Machine Learning Scholarship: 250,000,000 VND (~ $11000 USD), of which:

   a. Final Stage Scholarship

- All members of the top 16 teams in the final stage will receive a Data Science or Machine Learning introductory course scholarship. The value of each scholarship is 3.900.000 VND (~$168 USD)
- The scholarship can be transferred to others.
- The scholarship consists of one subject, lasts for 6 weeks, provides basic knowledge of Data Science or Machine Learning and the necessary foundation for further study in one of these two fields.
- Please click here to see the detailed link about Data Science introductory course and click here to see the detailed link about Machine Learning introductory course.

   b. AI Young Talent Scholarship

- AI Young Talent Scholarship: The team with all members who are students ranked highest in the competition will each receive a full scholarship of Data Science or Machine Learning. The value of each full-scholarship is 20.000.000 VND (~$900 USD)
- The transfer of scholarships to others does not apply to the AI Young Talent Scholarship

- Scholarship covers all 5 subjects, learning for 7 months, under Data Science or Machine Learning certificate, providing sufficient knowledge and skills for attendees to work in these fields.
- Please click here to see the introduction link of Data Science Certificate and click here for Machine Learning ones.
  Notes:

- In case there is no group with all members being students, the AI Young Talent Scholarship will be rewarded for groups with at least 1 student and take the highest position in the competition.
- In case there isn't any student participating in the competition, the AI Young Talent Scholarship will be rewarded for the team won the First Prize. In both cases above, if the recipient is not a student, the scholarship has the right to transfer to another person.

5. COMPETITION RULES OF THE TREASURE ISLAND STAGE
- The teams compete online during the stage.
- Any problem with the internet connection, equipment or others should be reported immediately to the Organizers for timely support.
- Teams that do not report to the Organizers will have to accept the disadvantages.

6. OTHER REGULATIONS
- These regulations are entirely applicable to the Reinforcement Learning Competition and widely announced by FPT Software on the mass media and media channels of the competition.
- In the process of organizing the competition, if there are problems arising outside these regulations, the Organizer will consider amendments and supplements to the practical situation and notify the organizations and individuals through the media channels of the competition.
- The Organizers' decisions are final and binding on the participants in any circumstance.

- Organizations and individuals given prizes and awards shall fulfill their income tax obligations as prescribed by law and provide all necessary documents at the request of the Organizers.