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ABOUT THE ERL and ERL SCORING

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TBM Scoring Heritage from RoCKIn

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- Task scoring is based on three concepts
 - Achievements (A)
 - Penalizing behaviors (PB)
 - Disqualifying behaviors (DB)

- states the robot should reach
- things that the robot should not do
- things that the robot must not do
- Scoring is computed by the following rules
 - If a disqualifying behaviors occur the robot gets disqualified (i.e., assigned to class 0, the lowest possible performance class)
 - 2. The performance class of a robot is computed as the number of achievements which have been accomplished
 - 3. A penalization is assigned to the robot for each penalizing behavior



ERL: Runs and Trials during Lisbon Spring 2016

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- During Local Tournaments more time is available thus TBM will be repeated multiple times
- e.g., IST Spring 2016 Local Tournament
 - Run #1:3 trials for each TBM
 - Run #2: 3 trials for each TBM
 - Run #3: 3 trials for each TBM
- Only best trials (up to 5) considered for Local Tournaments scoring, taking their MEDIAN
- ERL final score will be the MEDIAN of the pooled trials from the ones used for scoring the best two Local/Major Tournaments



ERL: Runs and Trials in General (1)

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Team Score in Tournament A (in a particular TBM/FBM):

Example with 3 runs and 3 trials per run

Run 1	Trial 1	Trial 2	Trial 3
Run 2	Trial 4	Trial 5	Trial 6
Run 3	Trial 7	Trial 8	Trial 9

Top 5 scores¹: Trials 1, 2, 6, 8, 9

using the Achievement classes and the Penalties within each class

- 1. Sort scores of top 5 Trials in descending order
- 2. Score of the team in Tournament A = Median of the sorted score set in 1.



ERL: Runs and Trials in General (2)

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Team Score Over an Year (in a particular TBM/FBM):

Example with participation in 3 Tournaments

Tournament	Score	# selected trials
A	6	5
В	4	4
С	8	3

Year Score of the team = Median of the sorted pool of 8 trials (5+3) from the two top ranked Tournaments A and C