

Book

“AI Competitions and Benchmarks - the science behind the contests”

Submission instructions

- 1) Format your chapter as a DMLR paper. Described [here](#) (paragraph “Format”), using [this template](#).
- 2) Send us (Adrien, Isabelle and Evelyne) the URL to your work document (Overleaf).
- 3) Log into OpenReview here: <https://openreview.net/group?id=DMLR>
- 4) Select “submit manuscript” and fill in the form (see paragraph “Submission Procedure” [here](#)). For the title, simply put the title of your chapter.
- 5) When it is done, tell us and give us the ID of the submission, so we can contact DMLR editors and confirm which chapter is which.

Timeline

April - May, 2024: DMLR submission by authors

- Finalize chapters (i.e., nomenclature, historical perspective, possible limitations)
- Format them in DMLR format ([see instructions](#)).
- Submit them independently and asynchronously when ready for DMLR review

June - September, 2024: The authors receive and process the reviews of DMLR reviewers.

September - October, 2024: The authors submit the final version of their chapter for publication by DMLR.

November, 2024: The co-editors assemble the chapters into a book, add a foreword, a cover, an ISBN, publish it on-line, and make it available with open access.

December, 2024: Release book at NeurIPS 2024.

Useful links

[Overleaf Website](#) [PUBLIC EDIT LINK](#) [PUBLIC VIEW LINK](#)

Nomenclature

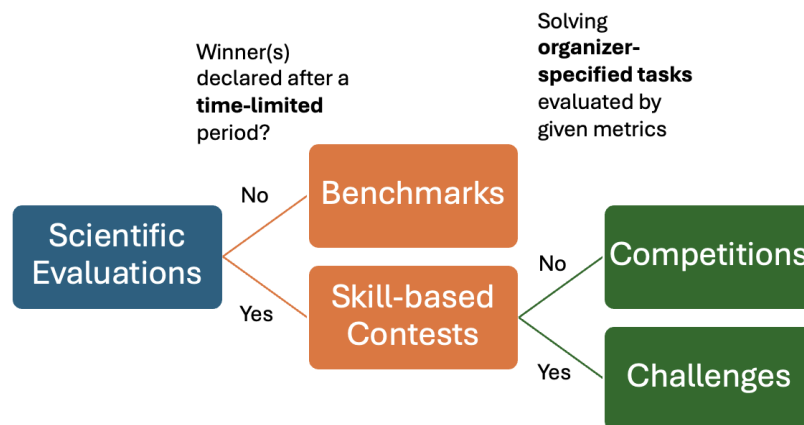
Note that, in the community, “challenge” and “competition” are usually used interchangeably. I think we should also use the two interchangeably, and have the two definitions as possible.

Contest: A contest is an event created by organizers, governed by rules, and directed to a group of participants, offering the opportunity to win an award or a prize.

Competition (or challenge): A competition is a skill-based scientific contest, with a limited time duration, involving the submission of proposals, project propositions, project outcomes, and/or prototypes that are evaluated by a **panel of judges**.

Challenge (or competition): A challenge is a skill-based scientific contest, with a limited time duration, ending by a total ranking of participants according to a **pre-defined scoring metric**, and the selection of winners. (*example: CodaLab or Kaggle challenge*)

Benchmark: A benchmark refers to (on-going) evaluations of methods or models in well-defined conditions, for the purpose of making standardized comparisons.



Revisions

- Replace \cite{} by \citep{}
- Include a historical perspective reflecting earlier efforts with the most important earlier milestones relevant to your chapter.
- Include a discussion on possible limitations, ethical issues, openness and intellectual property, reproducibility/generalizability of lessons learned in a benchmarking setting to real-world settings.