

Figure 2: The dexterous robotic platforms hosted at MPI-IS. Users can submit code which is then executed automatically.

Appendix A. Further Illustrations of the Robotic Platform

Appendix B. Challenge Evaluation Results and Submission Statistics

Tables 1 to 3 show the results of the evaluation of submissions at the end of the real-robot phases of both challenges. Scores in the tables are computed as described in Section 4.2 (see Section 5.1 on how the "total score" of RRC 2020 is computed), team names correspond to the anonymous, randomly assigned names used during the challenge.

Figures 3 and 4 show submission statistics of the two challenges.

Table 1: Final Evaluation of RRC 2020/Phase 2

#	Team	Level 1	Level 2	Level 3	Level 4	Total Score
1.	ardentstork	-5472	-2898	-9080	-21428	-124221
2.	troubledhare	-3927	-4144	-4226	-48572	-219182
3.	sombertortoise	-8544	-15199	-14075	-44989	-261123
4.	sincerefish	-6278	-13738	-17927	-49491	-285500
5.	hushedtomatoe	-17976	-41389	-41832	-60815	-469509
6.	giddyicecream	-22379	-46650	-41655	-61845	-488023

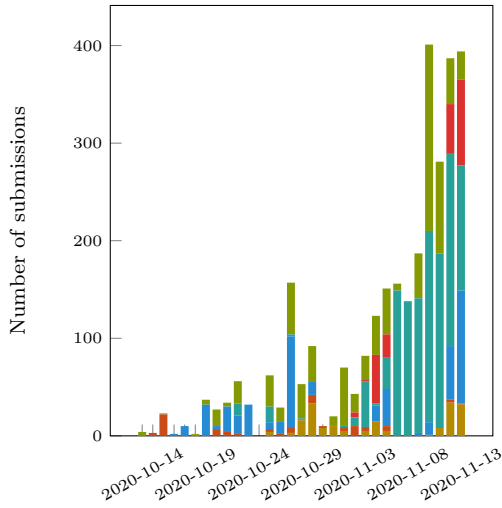
Table 2: Final Evaluation of RRC 2020/Phase 3

#	Team	Level 1	Level 2	Level 3	Level 4	Total Score
1.	ardentstork	-9239	-4040	-6525	-25625	-139394
2.	sombertortoise	-5461	-8522	-10323	-36135	-198016
3.	sincerefish	-7428	-25291	-26768	-52311	-347560
4.	innocenttortoise	-16872	-31977	-33357	-55611	-403344
5.	hushedtomatoe	-18304	-31917	-36835	-60219	-433521
6.	troubledhare	-18742	-42831	-36272	-56503	-439233
7.	giddyicecream	-33329	-57372	-53694	-59734	-548090

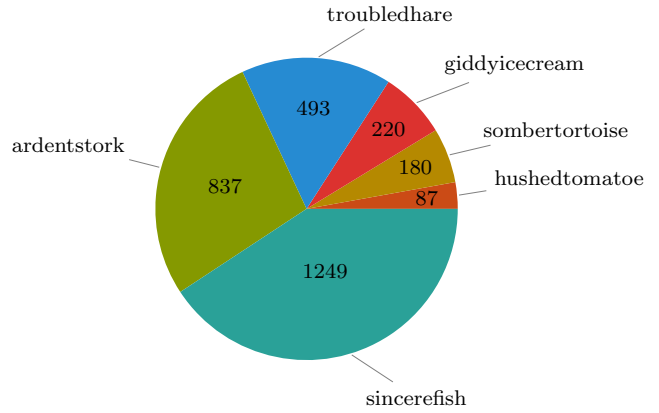
Table 3: Final Evaluation of RRC 2021/Stage 1

#	Team	Median Score
1.	thriftysnipe	-11586
2.	decimalswift	-14714
3.	grumpyzebra	-29333
4.	dopeytacos	-35920

REAL ROBOT CHALLENGE

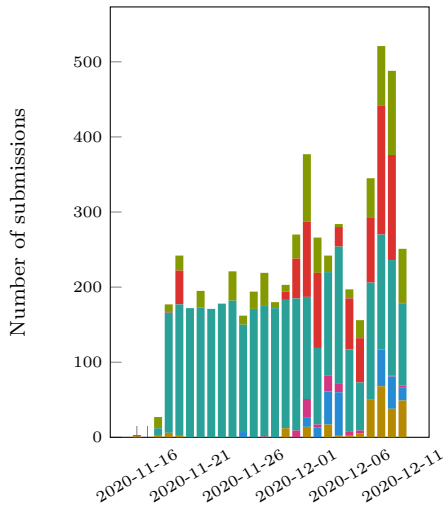


(b)

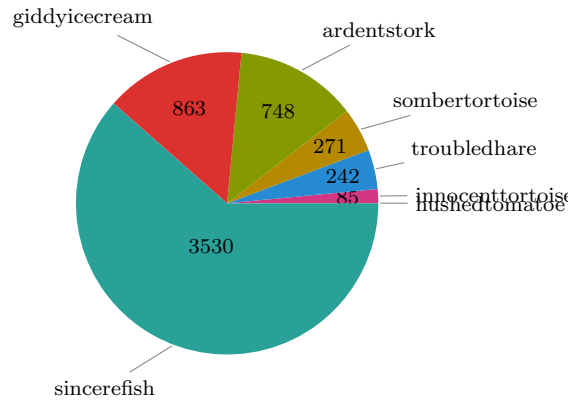


(c)

(a) Phase 2



(e)



(f)

(d) Phase 3

Figure 3: Number of submissions during RRC 2020 over time (left, one bar corresponds to one day) and per team (right).

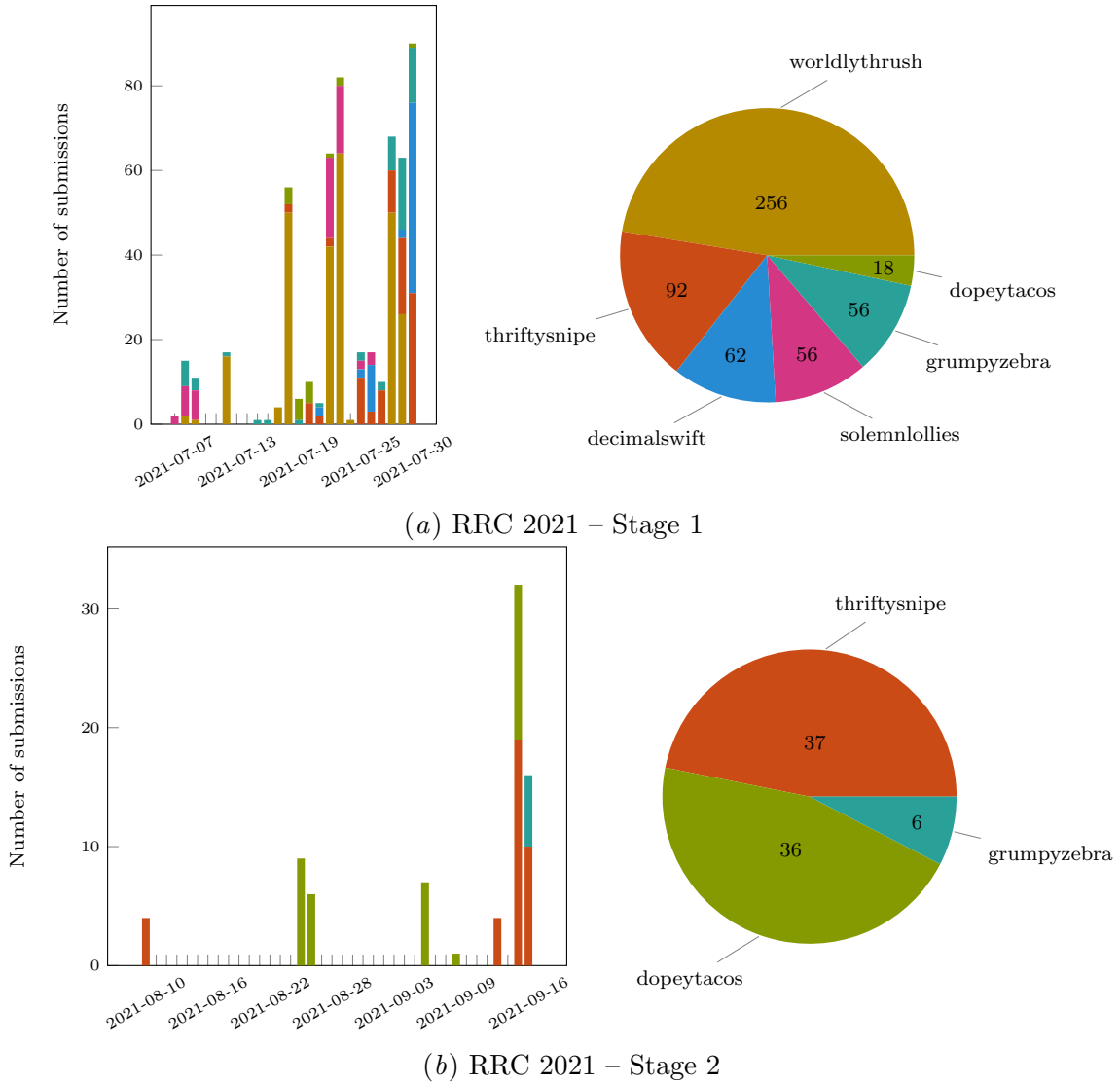


Figure 4: Number of submissions during RRC 2021 over time (left, one bar corresponds to one day) and per team (right).