

# Introduction to the practice session

Antoine, Pierre January 25<sup>th</sup> 2020, Paris

- 1. About the contest
- 2. About the environment
- 3. About the judging system

## About the contest

- Teams of 3 students.
- One computer per team.
- 12 problems to solve.
- Languages: C, C++, Java, Kotlin, OCaml, Python.
- Goal: solve many problems quickly and correctly.

Teams are ranked, in lexicographic order, by:

- 1. their total number of solved problems;
- 2. a tie-breaking time: the sum over the solved problems of:
  - the time it took to solve the problem (rounded down to the nearest minute);
  - 20 minutes for every incorrect submission.

- Short description in English of a problem to solve.
- Description of the input and output format.
- Example of an input and its output (also provided for download through the judging system).
- The program should read the input and write the output on the standard streams (stdin and stdout).

## **Evaluation**

- Submission is done through a Web interface
  - Also: command-line submission client
- Automatic evaluation on secret test cases
- Verdicts may be manually overturned by judges
- Limited execution time: 0.3 to 3 seconds (as indicated)
- Limited memory (2 GB), source size (256 kB)
- Stack limits: no limit for C/C++/OCaml, 64 MB for Java/Kotlin, default (very low) recursion limit for Python (but can be changed in program)

Verdicts (stops at first failed test)										
1. TOO-LATE	5. TIMELIMIT									
2. COMPILER-ERROR	6. NO-OUTPUT									
3. OUTPUT-LIMIT	7. WRONG-ANSWER									
4. RUN-ERROR	8. CORRECT									

- Only one source file can be submitted
- The specified input format is guaranteed
- Respect exactly the specified output format
- The time limit often requires an efficient algorithm

Languages available:

- C/C++ with gcc 7.4.0 (C 2011, C++ 2014, with GNU extensions)
- Java 11 with OpenJDK 11.0.4
- Kotlin 1.3.6, with compilation to Java bytecode (kotlinc, kotlin)
- OCaml 4.05.0, with compilation to native code (ocamlopt)
- Python 3.6.1 with PyPy 7.1.1

- All problems can be solved with all languages. (All problems have been solved by the judges in C/C++, Java, Python, and OCaml and almost all have been solved in Kotlin as well.)
- Some problems are more difficult to solve in some languages.
- Due to inherent performance differences, the time limit is multiplied by a factor of 1.5 for Java, a factor of 2 for Kotlin, and a factor of 3 for Python.

## Language features

Some language features are not allowed:

- inline assembly code
- threads
- file I/O, networking
- dynamic loading of external libraries
- file management
- device management
- interprocess communication
- forking and execution of external commands

Do not try these! Malicious uses of these features will lead to disqualification.

- Talking is only allowed between members of the same team while seated at their desk
- No talking away from your desk or across teams
- Don't do anything that jeopardizes the contest: Trying to access the Internet, distract others, etc.

• No electronic devices permitted in the contest area! Leave them with your coach or don't bring them.

 $\rightarrow$  Teams with electronic devices will be disqualified!

- Access to the bathroom one at a time
- Stay in the room until the end of the contest
- Again: absolutely no talking in the corridor!

- Don't touch the computer before the contest starts
  - No time is provided to set up your computer
- Don't open the envelope with the problems before contest starts
- Contest starts when the countdown goes to zero

### **Questions and problems**

- Questions about the problems or environment (compiler versions, etc.)
  - $\rightarrow\,$  Send a clarification request on the judging system
- Problem with your workstation: crash, hardware failure, etc.
  - $\rightarrow$  Ask a volunteer
- Requests for more draft paper, other practical issues
  - $\rightarrow$  Ask a volunteer
- Technical support, help with your source code
  - $\rightarrow$  You can send a clarification request, but we will probably not answer

- Coaches may use Amphithéâtre Rose Dieng-Kuntz
- Coaches can participate on the public instance:

https://domjudge.di.ens.fr/

• Coaches may watch the online broadcast of the contest:

https://swerc.eu/

• Practice: coaches may visit their teams between 15:30 and 16:30

## About the environment

## Where is your working space?

- Computer labs are either in Building A Floor 1 or Building B – Floors 3+4+5.
- There are 2 unique accesses indicated by signs Don't try to enter from a different path.
- Your position is written on your badge, e.g., 1A222-Z9
  - 1A222 is the room (floor 1, building A, room 222)
  - Z9 is the position in the room (column Z/row 9)

## **Material**

You are only allowed to bring:

- Writing instruments (pens, ...): they are not provided
- Stickers to customize your keyboard

Your notebooks are installed by us

#### Process

- Install your desk today (stickers, etc.)
- After the practice contest:
  - Throw away or take away all problem statements, drafts, printouts
  - Leave the notebooks, pens, stickers, mascots, etc.
- No additional material may be brought in on Sunday

- Volunteers will have logged you on the workstation Don't close your session or exit the environment
- You are automatically logged into the judging system
- Don't switch the keyboard

There is no Internet access, except to the following:

- Automatic judging system
- PDF documentation of the judging system
- Offline documentation of the programming languages
- Copy of swerc.eu (including regulations and environment details)

You can also use your team reference document

# Programming language documentation is accessible through browser bookmarks

- You can change the keyboard layout configuration if needed using:
  - setxkbmap us
  - setxkbmap fr
  - setxkbmap es
  - setxkbmap ch

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# About the judging system

## Judging interface

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## Scoreboard

DOMjudge ≪ Home IIII Problemset IE Print I≣ Scoreboard										🚯 Subm	•	• Logout	Contest over	
NWERC 2018 final standings														
Tilter -														
RANK		TEAM	SCORE	A 🔴	B 😑	C 🔴	DO	EO	FO	G 😑	н	10	٦O	к●
1		Treenity University of Cambridge	11 132	3 170 1 11 Y	103 1 try	56 2 tries	289 3 tries	146 1 try	215 2 tries	77 2 tries	40 1 try	12 1 try	91 1 ay	24 1 try
2		Los Patrons University of Oxford	10 114	217	38 1 try	85 2 tries	1 try	176 1 vy	268 2 tries	157 2 tries	12 1 try	18 1 try	72 1 ty	22 1 try
3	-	Double Cycle Cover University of Tartu	10 147	267 1 try	63 1 try	214 1 try		104 1 try	193 1 try	134 2 tries	35 1 try	12 1 try	280 8 tries	8 1 try
4		Triniceratops University of Combridge	9 788	177 1 ty	59 1 try	31 1 ay	1 try	159 1 try	6 tries	197 2 tries	6 1 try	10 1 try	93 2 tries	16 1 try
5		TUMbling Technische Universitaet Maenchen	9 835	188 1 sy	49 1 try	74 2 tries		161 1 try	Stries	125 1 try	23 1 try	12 1 try	147 2 tries	16 1 try
6		2 Brits and a Dutchman University of Caford	9 102	297 2 tries	147 2 tries	83 1 try		229 1 try		112 1 try	18 1 try	10 1 try	60 1 sy	25 1 try
7		Q++ Leiden University	9 118	5 267 1 try	123 1 try	77 1 ty		205 1 vy		135 2 tries	39 2 tries	13 1 ty	236 2 tries	30 1 try
8		<(OvO)> Saurland University	9 122	4 tries	50 1 try	166 1 try		101 3 tries		152 1 try	25 2 tries	8 1 try	209 5 tries	22 1 try
9		Oxford Ji-geiko University of Deford	9 149	295 1 try	74 2 tries	135 1 try	1 try	281 1 try	1 try	210 3 tries	26 1 try	16 2 tries	180 Bitries	41 2 tries
10		_=_=>_+_<<:_(-~~())+()+(++())(+()+~()*~() Technische Universitaet Muenchen	8 915		138 1 try	60 1 try		263 3 tries		154 1 try	26 2 tries	23 1 try	117 3 tries	34 1 try
11		Let's party! Karisruhe Institute of Technology (KIT)	8 953	235 1 uy	72 1 try	173 5 tries		4 tries		110 2 tries	24 1 try	12 1 try	179 2 tries	28 1 try
12		The Thorycoders Universiteit Unecht	8 961		62 2 tries	179 2 tries		150 1 try		209 1 try	33 2 tries	22 1 try	211 2 tries	15 1 try
13		incogniTUM Technische Universitaet Maenchen	8 997	298 3 tries	58 1 try 148	107 1 try		165 3 tries		207 1 try	32 1 try 36	15 1 try	3 tries	35 1 try
14	×	Me[+]talci University of Cambridge	8 105	253	148 2 tries 274	56 1 sy 103		176 2 tries		212 3 tries 137	36 2 tries 13	5 1 try 8	262 3 tries 198	21 1 try 29
15		Keukentafelwiskundigen Utrecht Uriversity Ukkonen Fan Club	8 113	253 2 tries	274 4 tries 53	103 1 try 218		288		137 2 tries 152	13 1 try 22	8 1 try 49	198 1sy 198	29 2 tries 59
16	±	Ukkonen Fan Club University of Helsinki fromfuture import solution	8 139	-	2 tries	218 7 tries 142		200 8 tries		152 Stries 93	22 1 try 24	49 1 try 13	198 199 252	59 1 try 18
17		smart Crypto-AloTech	7 612	117	1 try 258	142 1 try 86		5 tries		90 1 try	24 1 try 38	10 1 try 15	2.52 2.tries 173	10 1 try 47
18		Smart Crypto-AloTech Norwegian University of Science and Technology	7 754	107	200 1 try 112	1 try		170		120	30 2 tries	13 1 try 60	173 1sy	47 1 try

- You can request printouts of your code
- Use the judging system or the printout command
- A volunteer will deliver the printout when ready

## **Clarification requests**

- You can ask a clarification request to the judges using the online judging system.
- Possible categories:
  - Specific problem statement (e.g., Problem A)
  - Technical issue
  - Other general issue
- "No comment" when the judges decline to answer (e.g., already explained in the problem statement).
- Judges can send clarifications to all teams.
  Check the judging system regularly for this (and especially at the beginning of the contest).

- The practice is the time to test everything: Please request printouts, ask for clarifications, etc.
- Try to solve at least one problem during the practice
- Good luck, and have fun!

The canteen serves food from 12:30 to 14:00.

- Please pick 1 starter + 1 dessert + 1 main dish (meat or vegetarian option)
- Choices are available on first come, first served basis
- Leave space for the next eaters when done eating Not everyone can seat at the same time
- You need to bring your tray to the exit and to sort your dishes.

Lunch break is the perfect time to chat with our sponsors.

- You can enter the computer rooms from 14:20
- The practice contest will start at 14:30

## Questions, comments, feedback...

# SWERC 2019-2020

