

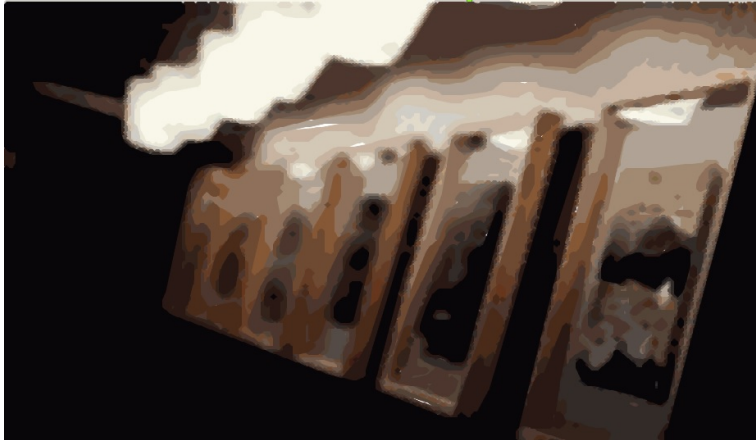
Kaggle Challenge Week  
(KCW)  
*The Optimized Exhibition Opening*  
— EPITA — MSc

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## Your Goal :

- 1 You are working in an **art gallery** and tonight, you have an **exhibition** opening.
- 2 The exhibition is made up of **4 showrooms**, each presenting a collection of **paintings** arranged sequentially in a long corridor
- 3 This exhibition is very special, the attendees are **robots** and have very specific tastes.
- 4 You are in charge of ***ordering the paintings*** in the 4 showroom where the robots will look at them.
- 5 To **satisfy** them, you must follow some **basic rules** specified in the following slides which will allow you to provide them with a **pleasant experience** balancing **continuity** with **surprises**.

# Good Luck !

- 2 Problem description
  - Robotic visualization
  - Frames

## Robots ?

Robots are integrating each painting with a *simple list of tags*. Each tag represents an element of the painting. For example, if a robot sees the painting *Mona Lisa* it will integrate it as a list of tags : [woman, smile].

Robots also separate two types of paintings :

- **Landscape** for an horizontal painting
- **Portrait** for a vertical painting



**Landscape**



**Portrait**

- 2 Problem description
  - Robotic visualization
  - Frames

## Frameglasses

To better suit to robots preferences, paintings are placed behind a frameglass. Each frameglass contains **one** Landscape painting or **two** Portrait paintings.

Just like paintings, robots are integrating each frameglass with a list of tags.

- **In a case of a Landscape** : the list of tags is the same than the list of the painting tags.
- **In a case of two Portraits** : the list of tags of the frameglass is the list of all the tags present in any or both of the two paintings it contains.

Each tag in a list is only counted **once** !

- 3 Input data set
  - Input description
  - Input example



The list of paintings (ID, tags and orientation) to be ordered in each showroom is described in a plain text file (only ASCII characters) :

- The first line contains one integer  $N$  ( $1 \leq N \leq 10^5$ ) : the number of paintings for the showroom.
- It is followed by  $N$  lines : line  $i$  contains a description of the painting with an ID  $i$  ( $0 \leq i < N$ ). The description of a painting  $i$  contains the following data, separated by a single space :
  - ① A single character 'L' if the painting is horizontal (Landscape), or 'P' if it is vertical (Portrait).
  - ② An integer  $M_i$  ( $1 \leq M_i \leq 100$ ) : the number of tags for this painting.
  - ③  $M_i$  text strings : the tags for the painting  $i$ .
- All lines are terminated by a single '\n' character (UNIX-style line endings).
- Each tag consists only of lowercase ASCII letters and digits, between 1 and 10 characters (max). The order of those tags is not important.

- 3 Input data set
  - Input description
  - Input example

## Example



animals, fear, war



smile, woman



woman, pearl



fear, raft, survivors

Input file	Description
4	The exhibition has 4 paintings
L 3 animals fear war	Painting 0 is a Landscape and has tags [animals, fear, war]
P 2 smile woman	Painting 1 is a Portrait and has tags [smile, woman]
P 2 woman pearl	Painting 2 is a Portrait and has tags [woman, pearl]
L 3 fear raft survivors	Painting 3 is a Landscape and has tags [fear, raft, survivors]

- 4 Painting ordering
  - Framerglasses composition
  - Example of ordering for Showroom "Example"

0\_example.txt

```
4
L 3 animals fear war
P 2 smile woman
P 2 woman Pearl
L 3 fear raft survivors
```

### List of frameglasses

- ① We have **only 2 Portrait Painting**. So we put them in 1 frameglass {1, 2} with tags : smile woman Pearl
- ② We have 2 Landscape Paintings. We built 2 frameglasses :
  - First frameglass contains the first painting {0} with tags : animals fear war
  - Second frameglass contains the fourth painting {3} with tags : fear raft survivors

- 4 Painting ordering
  - Framerglasses composition
  - Example of ordering for Showroom "Example"

0\_example.txt

```
4
L 3 animals fear war
P 2 smile woman
P 2 woman Pearl
L 3 fear raft survivors
```

List of frameglasses : 3 frameglasses

```
{1, 2}: smile woman Pearl
{0}: animals fear war
{3}: fear raft survivors
```

## 5 Robotic satisfaction

- Robotic's taste
- Calculating the satisfaction score
- Score calculating for Showroom "Example"



## Satisfaction

The good part with having robots attendees is that their **satisfaction** is very easy to determine : it is simply a *numerical value*, an **integer** ! We will call this scoring value the **Global Robotic Satisfaction** for a showroom.

The score is based on how interesting the **transitions** between each pair of subsequent (neighboring) frameglass are :

- Robots like when the transitions have something in common to preserve continuity (two consecutive frameglass should not be totally different),
- but they also want them to be different enough to stay interested.

The similarity of two Portrait paintings on a single frameglass is not taken into account for the score. For example, if a frameglass contains two Portraits with [smile, woman] and [woman, pearl], then the tags of this frameglass will be [smile, woman, pearl].

## 5 Robotic satisfaction

- Robotic's taste
- Calculating the satisfaction score
- Score calculating for Showroom "Example"

## The Local Robotic Satisfaction

For two subsequent frameglass  $F_i$  and  $F_{i+1}$ , the **Local Robotic Satisfaction** is the **minimum** (the smallest number of the three) of the following three (3) integers :

- ① The number of common tags between  $F_i$  and  $F_{i+1}$
- ② The number of tags in  $F_i$  but not in  $F_{i+1}$
- ③ The number of tags in  $F_{i+1}$  but not in  $F_i$ .

## The Global Robotic Satisfaction

For a full set of ordered paintings the *Final Score* is the **Global Robotic Satisfaction**, defined as the sum of all **Local Robotic Satisfaction**s. Your goal is to maximize it! *Remark : the code of the computation of the **Global Robotic Satisfaction** will be given on Wednesday morning : `score_checker.py`*

## 5 Robotic satisfaction

- Robotic's taste
- Calculating the satisfaction score
- Score calculating for Showroom "Example"

4

L 3 animals fear war

P 2 smile woman

P 2 woman Pearl

L 3 fear raft survivors

{1, 2}: smile woman Pearl

{0}: animals fear war

{3}: fear raft survivors

Six different possible orders for the 3 frameglasses : 6 possible solutions

① {1, 2} ; {0} ; {3}

② {1, 2} ; {3} ; {0}

③ {0} ; {1, 2} ; {3}

④ {0} ; {3} ; {1, 2}

⑤ {3} ; {1, 2} ; {0}

⑥ {3} ; {0} ; {1, 2}

Which is the best ?

Compute the Robotic satisfaction for each order

# First Order : $\{1, 2\}$ ; $\{0\}$ ; $\{3\}$



**Frameglass {1,2}**



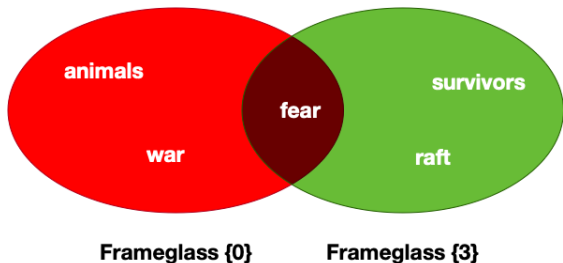
**Frameglass {0}**

```
{1, 2}: smile woman Pearl  
{0}: animals fear war  
{3}: fear raft survivors
```

- The number of common tags is 0
- The number of tags in  $\{1, 2\}$  but not in  $\{0\}$  is 3 :  
smile woman Pearl
- The number of tags in  $\{0\}$  but not in  $\{1, 2\}$  is 3 :  
animals fear war

The Robotic satisfaction for the transition  $\{1, 2\}$  ;  $\{0\}$  is  
 $\min(0; 3; 3) = 0$

# First Order : $\{1, 2\}$ ; $\{0\}$ ; $\{3\}$



```
{1, 2}: smile woman Pearl  
{0}: animals fear war  
{3}: fear raft survivors
```

- The number of common tags is 1 : fear
- The number of tags in  $\{0\}$  but not in  $\{3\}$  is 2 : animals war
- The number of tags in  $\{3\}$  but not in  $\{0\}$  is 2 :  
raft survivors

The Robotic satisfaction for the transition  $\{0\}$  ;  $\{3\}$  is  
 $\min(1; 2; 2) = 1$

# First Order : $\{1, 2\}$ ; $\{0\}$ ; $\{3\}$

$\{1, 2\}$ : smile woman Pearl

$\{0\}$ : animals fear war

$\{3\}$ : fear raft survivors

- The Robotic satisfaction for the transition  $\{1, 2\}$  ;  $\{0\}$  is  $\min(0; 3; 3) = 0$
- The Robotic satisfaction for the transition  $\{0\}$  ;  $\{3\}$  is  $\min(1; 2; 2) = 1$

**The Robotic satisfaction for the order  $\{1, 2\}$  ;  $\{0\}$  ;  $\{3\}$  is**  
 $0 + 1 = 1$



## Second Order : $\{1, 2\}$ ; $\{3\}$ ; $\{0\}$



**Frameglass**



**Frameglass {3}**

```
{1, 2}: smile woman Pearl  
{0}: animals fear war  
{3}: fear raft survivors
```

- The number of common tags is 0
- The number of tags in  $\{1, 2\}$  but not in  $\{3\}$  is 3 :  
smile woman Pearl
- The number of tags in  $\{3\}$  but not in  $\{1, 2\}$  is 3 :  
fear raft survivors

The Robotic satisfaction for the transition  $\{1, 2\}$  ;  $\{3\}$  is  
 $\min(0; 3; 3) = 0$

## Second Order : $\{1, 2\}$ ; $\{3\}$ ; $\{0\}$

$\{1, 2\}$ : smile woman Pearl

$\{0\}$ : animals fear war

$\{3\}$ : fear raft survivors

- The Robotic satisfaction for the transition  $\{1, 2\}$  ;  $\{3\}$  is  $\min(0; 3; 3) = 0$
- The Robotic satisfaction for the transition  $\{3\}$  ;  $\{0\}$  is  $\min(1; 2; 2) = 1$

**The Robotic satisfaction for the order  $\{1, 2\}$  ;  $\{3\}$  ;  $\{0\}$  is**  
 $0 + 1 = 1$

4

L 3 animals fear war

P 2 smile woman

P 2 woman Pearl

L 3 fear raft survivors

{1, 2}: smile woman Pearl

{0}: animals fear war

{3}: fear raft survivors

Six different possible orders for the 3 frameglasses : 6 possible solutions

① {1, 2} ; {0} ; {3} : 1

② {1, 2} ; {3} ; {0} : 1

③ {0} ; {1, 2} ; {3} : 0

④ {0} ; {3} ; {1, 2} : 1

⑤ {3} ; {1, 2} ; {0} : 0

⑥ {3} ; {0} ; {1, 2} : 1

Which is the best ?

Select an order with a score of 1

- 6 Submission
  - Output format
  - Output example

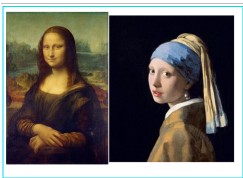
The output file must start with a **single integer**  $F$  ( $1 \leq F \leq N$ ) : the number of frameglass in the exhibition. This must be followed by **F lines** describing each frameglass. Each line should contain either :

- A **single integer** : ID of the single Landscape painting in the frameglass.
- **Two integers** separated by a single space : IDs of the two Portrait paintings in the frameglass (in any order).

### Occurrence

Each painting can be used **only one time or not at all**.

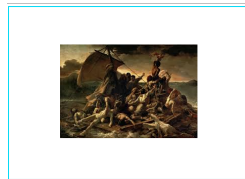
- 6 Submission
  - Output format
  - Output example



Frameglass {1, 2}



Frameglass {0}



Frameglass {3}

## Submission file :

```
3
1 2
0
3
```

3	The exhibition has 3 frameglass
1 2	The first frameglass contains the portrait paintings 1 and 2
0	The second frameglass contains the landscape painting 0
3	The third frameglass contains the landscape painting 3

The score of this exhibition is 1

- 8 To know before starting
  - Time and space constraints
  - Optimization
  - Terms and conditions



## Time and space constraints

Let us imagine you have a "classical" laptop : icore I7 with 8GB of RAM, then :

- ❶ For an input file of one (1) MB the execution time has to be less than 1mn
- ❷ For an input file of one (2) MB the execution time has to be less than 2mn
- ❸ ...
- ❹ For an input file of  $n > 5$  MB the execution time has to be less than 10mn
- ❺ All executions can be done with a 8GB RAM computer and **must be finished at max in an 30 minutes for all input file.**

- 8 To know before starting
  - Time and space constraints
  - Optimization
  - Terms and conditions

## Some hints

- 1 The exhibition is tonight ! We need your help !
- 2 We don't have much time to think for the best ordering, so the computation need to be fast.
- 3 Begin with a simple solution, once it works . . .
- 4 . . .try to optimize it so it won't take too much time to execute, or it will be too late.
- 5 Use functions in your code !
- 6 Write comments if you want but be concise ! (It is a challenge).
- 7 Use the **score checker file** or submission website, it will help you to evaluate quickly your strategies & tactics.
- 8 **FORGET THE BRUTE FORCE ATTACK !**

- Try to solve this problem with the members of your team.
- Python libraries (numpy, panda, ...) make a lot of stuff, try to find the best library and the best function before starting coding.
- Distribute the whole tasks among your team members to make fast progress (using functions in your code).

- 8 To know before starting
  - Time and space constraints
  - Optimization
  - Terms and conditions

## What we expect from you at the end

- 1 Python script, called **KCW\_Team\_<your\_team\_number>.py** that takes one input file and gives as output the adequate submission file.
- We will suppose that all input files will be in a directory called "Data".
- 5 submission files, one for each input file.
- Try to Optimize the output files to get the biggest score.
- *Remark : to get the real "optimal" (maximal) score is probably an untractable problem, so think "approximation".*

## Your Final Score for the "ranking"

- 1 We will compute the score for each of the 5 files
- 2 We will compute the sum of these 5 scores
- 3 This will be your **final score** for the "ranking"
- 4 Don't forget : think simple, begin with the "simplest" solution
- 5 Don't try to find first a too complex algorithm
- 6 Try to begin with a "very" simple solution
- 7 And only after try to find better strategies/tactics
- 8 Think "step by step", test different strategies/tactics

## Top score

- 1 You can access a site where you can upload your files and compare your scores with the other teams
- 2 The site address is `http://challenge.dehak.org`
- 3 This website shows the different scores of each team for each uploaded file and the final score
- 4 The score is updated live
- 5 The maximum size of a file is 10Mo
- 6 You can upload one or multiple files at the same time
- 7 You can do only one upload each 5min



## Presentation of your results

- ❶ You will do a resume (at most one page A4, 11pt) in pdf, doc, docx, odt or txt that will describe your strategies and tactics, you can also use a jupyter notebook.
- ❷ Your (main) python file will be named **KCW\_Team\_<your team number>.py**
- ❸ You will write a python file, named **KCW\_final\_score\_<your team number>.py** that will :
  - Run your main python file on each of the 5 given input files
  - Save all the outputs (on different files)
  - Print for each file the global score computed with the help of the scoring python file you have been given
  - Compute the sum of these 5 scores and print it, clearly.
- ❹ The teams with the five highest scores (on Wednesday, May 21th, 12h00) will give a talk on Friday, May 23th.

## Where to send your work

An assignment will be created on Teams, you need to send your work there. You will create one zip file named Team\_XX where XX is your team number. This zip file must contain :

- 1 Your **two** python codes
- 2 Your report file
- 3 **Mandatory** : add **all** your Family and First names as a commentary at the beginning of both your python code and your report file
- 4 **Mandatory** : add YOUR TEAM NUMBER in your python file name and in your report file name
- 5 **Only one** person in each group send the work for all the group

Get the best score you can !

...Congratulations and *bon courage* to all of you.

## 9 Week Program

- Planning

- ① Monday 12/05 10h-13h30 : Challenge presentation – **Kick-Off**
- ② Monday 12/05 14h30-17h30 : Session 1 – **Input parsing & First tests**
- ③ Tuesday 13/05 9h-13h : Session 2 – **Optimize data representation.**
- ④ Wednesday 14/05 9h-12h : Team work / 13h-17h : Session 3 – **Problem analysis.**
- ⑤ Thursday 15/05 9h-13h : Team work
- ⑥ Friday 16/05 9h-12h : Team Work / 13h-17h : Session 4 – **Order optimization.**
- ⑦ Monday 19/05 10h-12h : Team Work / 13h-17h : Session 5 – **Advanced representation and Graph algorithms**
- ⑧ Wednesday 21/05 13h : deadline for the program's submission.
- ⑨ Wednesday 21/05 afternoon : List of oral presentations.
- ⑩ Friday 23/05 13h : deadline to upload the report or the slides.
- ⑪ Friday 23/05 14h-18h : Kaggle Week **Defenses**

# First session : Input parsing and first tests

Write functions for each following item :

- ① Read and parse input file.
- ② Create frameglasses from the input data
- ③ Order the frameglasses
  - ① Using same order.
  - ② Using reverse order.
  - ③ Using random order.
  - ④ Ordered according to the number of tags of the frameglasses.
- ④ Write output file.
- ⑤ Add the execution time evaluation function of these different strategies to your main program.
- ⑥ Write the scoring function.
- ⑦ Submit first results for each showroom

## Oral defense (5 minutes) :

- Present the different strategies to parse and represent the input file (Pros and cons).
- Present the structure of your program (reading input, generate output order and generate output file).
- Analyse the four strategies to generate the output order (satisfaction score and execution time)