

PROGRAMMING OLYMPIAD FINAL ROUND 2015

Competition Rules

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1. Competition Days

The first Competition Day of the Final Round of the 2015 Standard Bank/IITPSA Computer Olympiad is Saturday 10 October and the second Competition Day is Sunday 11 October.

There will be a practice session before the first competition session.

2. Competition Equipment

The competition machine will be at least an x64 processor with a standard US keyboard, a mouse, a colour screen, and Ubuntu Linux.

Paper and writing utensils will be provided. Competitors may not take any material such as computing equipment (including calculators, communication devices, cell-phones, organisers, PDAs, digital cameras), books, manuals, written or printed materials, or digital media (diskettes, CD-ROMs, flash drives etc.) into the competition venue. A competitor who is in possession of any of these materials in the competition venue may be disqualified.

3. Programming Environment

A separate Environment Manual will be issued each year.

4. Competition Tasks

All of the tasks in Programming Olympiad finals are designed to be algorithmic in nature. Efficiency plays an important role in some tasks. Whenever efficiency of algorithmic computations is important, it will be possible to obtain part score with at least one correct, but inefficient algorithm. It is important, therefore, for competitors to attempt a task even if they do not know how to solve the hardest possible test cases.

When a program source file is required as a solution, the program source provided by the competitor must be contained in a single file. The task documentation will specify:

- constraints on the input and output data values;
- smaller value ranges valid for certain percentages of the test cases;
- the resource limitations for the computations (e.g. CPU time, memory);
- any other constraints on the program behaviour.

In non-interactive tasks, the program should read its input from the standard input stream (as if from the keyboard) and should write its output the standard output stream (as if to the screen). The format of the input and output will be specified in the task documentation.

In interactive tasks, the program will interact with an evaluation program via the standard input and output streams. The format of this interaction will be specified in the task documentation.

In tasks where a limit on CPU time is given, that limit applies to all programming languages unless otherwise announced. Any language-specific time-limits will be announced before the contest. These language-specific limits are not necessarily mentioned in the task description.

5. Input and output data

In all tasks, input and output data consist of a sequence of items. An item is a string of printable non-white-space characters (ASCII code from 33 through 126). An item may represent an integer or a general string; the meaning of each item will be given in the task specification.

Spaces and end-of-line characters separate items. The format of the input data will be given in the task specification. The output data should be formatted strictly according to the task-specific instructions.

6. Practising

The competition computers will be available for practice during the Saturday morning. All competitors must take part in the practice session on Saturday. Before each competition round, the computers will be assigned randomly to the competitors (with a different assignment each round).

7. Competition Procedures

The following procedures will be adopted during the competition.

7.1 Starting the competition

Competitors will be ushered into the competition room 5 minutes before the competition starts. A randomly chosen computer is assigned to each competitor (with a different assignment each round). The computer will be powered up and logged in. The task definitions and other necessary information will be placed in front of the computer. Competitors are not allowed to touch the keyboard or look at the tasks until the starting signal is given. At the starting signal, competitors may read the tasks and begin using their computers.

7.2 Questions

During the first two and a half hours of competition, competitors may submit written questions concerning any ambiguities or points needing clarification in the competition tasks.

Questions must be submitted on the provided Clarification Request Forms. The questions are submitted to the Scientific Committee.

The Scientific Committee will answer every question submitted by the competitors. Since this may take some time, competitors should continue working while waiting for the answers to their questions. Each question will be answered with one of the following:

- Yes
- No
- Answered in task description (explicitly or implicitly)
- Invalid question
- No comment

If the committee feels that the contestant has not understood the task, they may choose to provide extra explanatory text. Competitors should nevertheless phrase their questions so that a yes/no answer will be meaningful. Competitors will not be involved in or exposed to discussion regarding their questions.

7.3 Assistance

Competitors may ask for assistance at any time. The committee members will not answer questions about the competition tasks, but will deliver Clarification Request Forms, help locate toilets and refreshments, and assist with technical problems with the competitors' workstations.

7.4 Printing

Competitors will not be able to print during the competition.

7.5 Backups

There are no backup facilities, so competitors should make copies of important files before overwriting them. The marking server, however, will backup submissions for each problem.

7.6 Test execution

For tasks that require programs as solutions, a competitor will be able to submit a solution along with an input file for test execution. The test execution system will compile and execute the program under GNU/Linux, enforcing the resource limitations for the particular task. The program output, the execution time and possibly error messages will be displayed.

For non-interactive problems, the submitted input file will be used directly as input to the submitted program, and thus should follow the input format in the task description. For interactive problems, the submitted input file will control the behaviour of the evaluation program. The format accepted by the evaluator will be specified separately in the task description.

7.7 Submitting

Competitors will be able to submit their solutions through a facility provided in the competition environment. For tasks that require programs as solutions, the submission facility will verify that the program compiles and obeys the stated limits on source code size and compile time. It will run the program on a variety of test data, enforcing the relevant run-time resource constraints.

Competitors may submit at most 100 times across all tasks on a particular competition day. The highest score obtained across all submissions for a task will be the competitor's final score.

Competitors may use any combination of the available programming languages.

Every time a competitor submits a solution the solution will be evaluated with the official test runs. After the evaluation is done, the hand-in system will show to the competitor a summary of their results on the executed test runs.

The summary will contain, for each test run, one of the following possible outcomes:

- The program executed within the constraints and the output produced by it was correct.
- The program executed within the constraints, but the output produced by it was not correct.
- The program exceeded the run-time limit specified by the task.
- The program terminated prematurely or irregularly (exit code other than 0, illegal instruction, floating point exception, invalid memory reference, etc.).
- There was an "Abnormal termination of program" i.e. it crashed.

No information on the actual data or the output produced by the contestant's solution will be given to the contestant.

7.8 Ending the competition round

Warnings will be given with 15 minutes remaining in the round (a verbal announcement "15 minutes"), 5 minutes remaining (a verbal announcement "5 minutes") and 1 minute remaining (a verbal announcement "1 minute") and the end of the round will be announced (a verbal announcement "end of competition round").

At the announcement ending the round, competitors must immediately stop working without switching off their computers. Competitors should then wait at their desks without operating their computers or touching anything on their desks. An additional announcement will be made instructing them to leave their tables and exit the competition room. At this point, competitors may take with them the documentation handed out.

8. Grading

The source file may be at most 100 000 bytes long, may take at most 10 seconds to compile, and may not cause the compiler to consume more than 512MiB of memory.

The grading system will then execute the compiled program under GNU/Linux, enforcing the task-specific run-time resource constraints. Typically, there will be a CPU runtime limit and a limit on total memory use. Every limit applies independently for each test run; if any limit is exceeded, no points will be awarded for that test run. Any applicable limits will be specified in the task materials. If the submission facility accepts a program, it only means that the program compiled successfully and it correctly solved the simple test run within the resource constraints, but no more. In particular, it does not mean that the program would obey the resource constraints when given different input. The grading results and evaluation data used for grading will be made available to each competitor after the competition. Appeals requesting re-grading can be submitted to the Evaluation Committee.

Each test run consists of running the program on a different test input. Test runs are grouped into subtasks. Each test case may test different aspects such as the efficiency and correctness of submitted programs. The score for a subtask is the minimum score of all the test runs in that subtask. The total score for a submission is the sum of the scores for each subtask.

9. Other Information

A competitor will be disqualified from the competition if the competitor tries to:

- interfere with another competitor's activities,

- break the installations or evaluation facilities,
- harmfully interfere with the running of the competition in any way, or
- communicate in any way during a competition round with anyone other than the competition staff.

The competition computers are connected via a restricted internet connection for submitting solutions and running test executions. Competitors are not allowed to access the network (or the outside internet) for any other purpose or with any tools other than the tools provided by the organisers. Even sending a single 'ping' is strictly prohibited. The competition staff should be contacted for help with any suspected network problems. Also, competitors are not allowed to make any material accessible to the network from their computers.

9.1 Submitted programs

Submitted programs are **NOT** allowed to:

- access the network,
- fork or execute external programs,
- create or access files other than those required in the task definition,
- attack the system security or the grader,
- attempt to execute other programs,
- change file system permissions, or
- read file system information.

A competitor whose program attempts any of the above may be disqualified.