

LP/CP Programming Contest 2022

Chairs: Mario Alviano and Vitaly Lagoon

Night event

from 2 August at 20:00
to 3 August at 08:00

**An event hosted by ICLP since 2015
(and since 1994 as Prolog Competition)**

**Open to all FLoC attenders
(especially to the sleepless!)**



Speaker: Stefano Sferrazza

Format

- 5 problems, 10 instances each, 1 point for each solved instance
 - 1 planning
 - 2 puzzles
 - 2 optimization (points to best solutions)
- Timeout at 10 minutes
- Memout at 6 GiB

Problem 1. Fortress

[illegible]

Point-of-interests requiring some free space

Decide where to build walls

All cells outside the walls
are under attack!

Multi-objective optimization

Minimize walls, and break ties
by minimizing cells inside walls

[illegible]

Problem 2. Beer jugs (Drink Hard 3)

STEP 0	- start	[]	[]
STEP 1	- fill_a	[■]	[]
STEP 2	- a_to_b	[]	[■]
STEP 3	- fill_a	[■]	[■]
STEP 4	- a_to_b	[]	[■■■]
STEP 5	- fill_a	[■]	[■■■]
STEP 6	- a_to_b	[]	[■■■■]
STEP 7	- fill_a	[■]	[■■■■]
STEP 8	- fill_b	[■]	[■■■■■]
STEP 9	- drop_a	[]	[■■■■■]
STEP 10	- b_to_a	[■]	[■■■■]
STEP 11	- drop_a	[]	[■■■■]
STEP 12	- b_to_a	[■]	[■■■]
STEP 13	- drop_a	[]	[■■■]
STEP 14	- b_to_a	[■]	[■]
STEP 15	- drop_a	[]	[■]
STEP 16	- b_to_a	[■]	[]
STEP 17	- fill_b	[■]	[■■■■■■■]
STEP 18	- b_to_a	[■]	[■■■■■]
STEP 19	- drop_a	[]	[■■■■■]
STEP 20	- b_to_a	[■]	[■■■]
STEP 21	- drop_a	[]	[■■■]
STEP 22	- b_to_a	[■]	[■]
STEP 23	- drop_a	[]	[■]
STEP 24	- b_to_a	[■]	[]
STEP 25	- fill_b	[■]	[■■■■■■■]

Start with two empty jugs

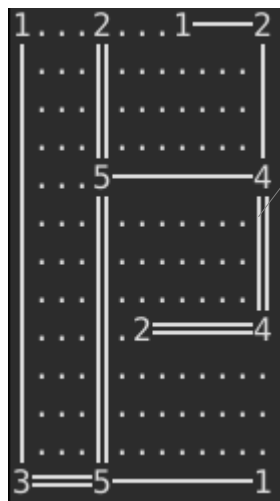
Fill them completely

Drop (drink!) them completely

Find a non-repeating sequence, the longer the better (to make a funny movie)

STEP 0	- start	[]	[]
STEP 1	- fill_b	[]	[■]
STEP 2	- b_to_a	[■]	[]
STEP 3	- drop_a	[]	[]
STEP 4	- b_to_a	[■]	[]
STEP 5	- fill_b	[■]	[■]
STEP 6	- b_to_a	[■]	[■]
STEP 7	- drop_a	[]	[■]
STEP 8	- b_to_a	[■]	[■]
STEP 9	- fill_b	[■]	[■]
STEP 10	- b_to_a	[■]	[■]
STEP 11	- drop_a	[]	[■]
STEP 12	- b_to_a	[■]	[■]
STEP 13	- fill_b	[■]	[■]
STEP 14	- b_to_a	[■]	[■]
STEP 15	- drop_a	[]	[■]
STEP 16	- b_to_a	[■]	[■]
STEP 17	- fill_b	[■]	[■]
STEP 18	- b_to_a	[■]	[■]
STEP 19	- drop_a	[]	[■]
STEP 20	- b_to_a	[■]	[■]
STEP 21	- fill_b	[■]	[■]
STEP 22	- b_to_a	[■]	[■]
STEP 23	- drop_a	[]	[■]
STEP 24	- b_to_a	[■]	[■]
STEP 25	- fill_b	[■]	[■]
STEP 26	- b_to_a	[■]	[■]
STEP 27	- fill_b	[■]	[■]
STEP 28	- drop_b	[■]	[]
STEP 29	- a_to_b	[■]	[■]
STEP 30	- fill_a	[■]	[■]
STEP 31	- a_to_b	[■]	[■]
STEP 32	- drop_b	[■]	[]
STEP 33	- a_to_b	[■]	[■]
STEP 34	- fill_a	[■]	[■]
STEP 35	- a_to_b	[■]	[■]
STEP 36	- drop_b	[■]	[]
STEP 37	- a_to_b	[■]	[■]
STEP 38	- fill_a	[■]	[■]
STEP 39	- a_to_b	[■]	[■]
STEP 40	- drop_b	[■]	[]
STEP 41	- a_to_b	[■]	[■]
STEP 42	- fill_a	[■]	[■]
STEP 43	- a_to_b	[■]	[■]
STEP 44	- drop_b	[■]	[]
STEP 45	- a_to_b	[■]	[■]
STEP 46	- fill_a	[■]	[■]
STEP 47	- a_to_b	[■]	[■]
STEP 48	- drop_b	[■]	[]
STEP 49	- a_to_b	[■]	[■]
STEP 50	- fill_a	[■]	[■]
STEP 51	- a_to_b	[■]	[■]
STEP 52	- drop_b	[■]	[]
STEP 53	- a_to_b	[■]	[■]
STEP 54	- fill_a	[■]	[■]
STEP 55	- a_to_b	[■]	[■]
STEP 56	- drop_b	[■]	[]
STEP 57	- a_to_b	[■]	[■]
STEP 58	- fill_a	[■]	[■]
STEP 59	- a_to_b	[■]	[■]
STEP 60	- drop_b	[■]	[]
STEP 61	- a_to_b	[■]	[■]

Problem 3. Hashi

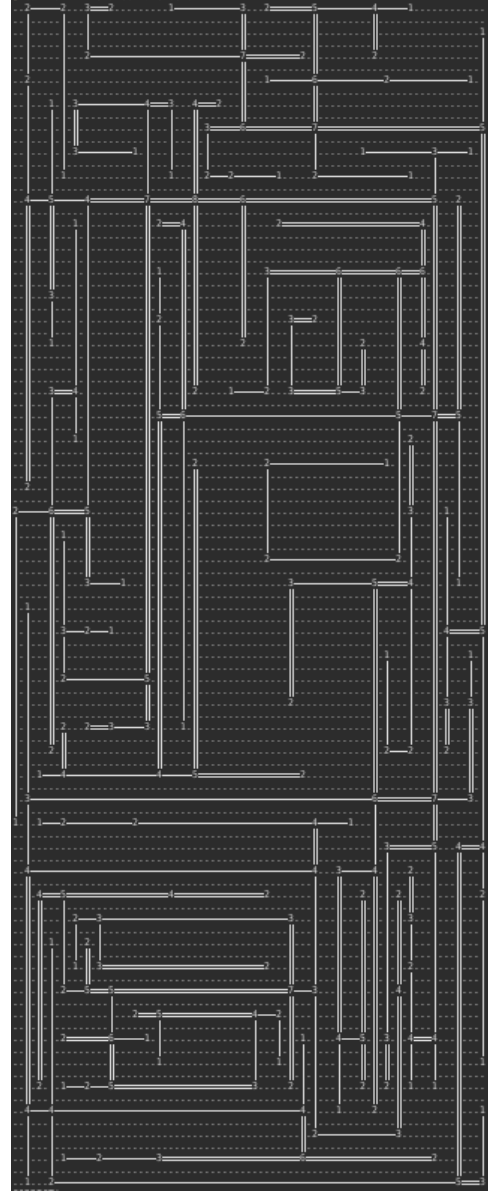


Islands requiring a
number of bridges

Determine where to
place bridges

No crossing, no overlapping,
all islands must be connected

Play it online at <https://www.puzzle-bridges.com/>



Problem 4. Robeep

Program a robot

To turn on some light bulbs

```
0. v0
0 0
0 0
0. 0 0 0.
```

```
MAIN: [subroutine] subroutine subroutine subroutine subroutine subroutine
SUB: jump forward forward forward beep left right right
```

```
0. v0
0 0
0 0
0. 0 0 0.
```

```
MAIN: [subroutine] subroutine subroutine subroutine subroutine subroutine subroutine jump
SUB: [jump] forward forward forward beep left right right
```

A subroutine may help

```
0. v0
0 0
0 0
0. 0 0 0.
```

```
MAIN: [subroutine] subroutine subroutine subroutine subroutine subroutine subroutine jump
SUB: jump [forward] forward forward beep left right right
```

```
0. 0
0 v0
0 0
0. 0 0 0.
```

Lightbot : Code Hour

SpriteBox LLC

4.4★

20.2K reviews

1M+

Downloads

Teacher Approved

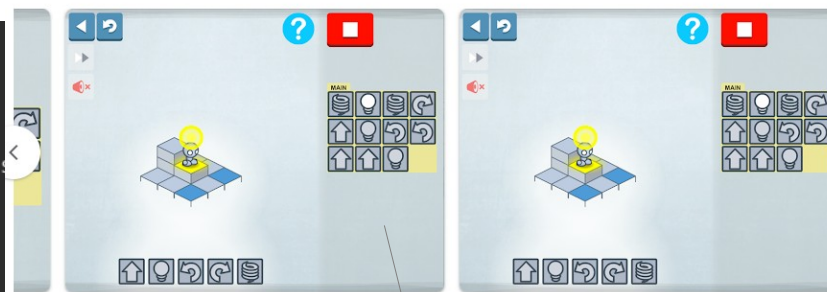
PEGI 3

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Play it
online!

Problem 5. Slant

```
0 1 0 0 0 1 0
/ / / \ \ / /
0 3 1 1 0 2 0 0
/ \ / / \ / \
0 2 0 1 0 3 1 1
/ \ \ / \ \ \
0 0 1 0 0 2 1 0
\ \ / / \ \ /
0 0 0 2 0 0 0 0
\ / \ \ \ / \
1 0 1 1 0 2 1 0
\ \ \ / \ / /
1 0 2 2 2 3 0 0
\ \ \ / \ \ \
0 1 0 0 0 1 1 0
```

Number of expected bridges given

Decide between two possible
bridges (either / or \)

Avoid cycles!

Play it online at <https://www.puzzle-slant.com/>

```
0 1 0 0 1 0 0 1 0 0 1 0 0 0 0 0 1 0 0
/ / \ / / \ / / \ / / \ / / \ / / \
0 1 1 0 3 1 1 3 3 0 3 0 0 2 0 2 3 2 0 2 1
\ / / / \ \ / \ \ / \ / / / / \ / / \
0 0 0 0 0 0 0 2 0 0 0 3 0 2 0 2 1 3 2 1 0
/ \ / \ \ / / \ / \ \ \ / / / / / / /
1 0 2 2 2 3 0 2 2 2 0 0 3 3 0 2 0 3 0 2 0
/ \ / \ \ / \ \ / / / \ / / \ / / \ /
1 0 3 0 2 0 0 2 2 1 0 0 0 0 2 0 2 0 3 0 0
/ \ \ \ \ / \ \ / \ \ / \ \ / \ \ \ \
1 1 0 1 2 2 3 0 3 0 0 3 0 0 3 3 0 1 0 0 0
/ / \ / / / / / / / \ / / / \ \ / / /
0 1 2 0 2 2 2 0 3 0 0 3 3 0 0 2 0 0 0 2 0
\ \ / \ \ \ \ / \ / / \ \ \ \ / \ \ / /
1 3 0 0 2 2 1 3 0 0 2 0 0 2 3 2 0 1 3 0 0
\ \ \ \ \ / / / \ \ \ \ / / / \ \ \ \
0 0 3 0 0 0 0 3 1 0 0 3 2 0 2 0 2 1 0 0 1
\ / \ \ / / \ / \ / \ / \ / \ \ \ \
1 0 0 0 0 3 1 2 0 1 0 0 0 0 0 1 1 2 3 0 3 0
\ \ \ / / \ / \ \ / / / \ \ \ \ / \ \ \
0 0 2 3 2 0 0 0 1 3 0 1 1 0 0 0 0 0 0 2 1
/ \ / / / / / / / \ / / \ \ \ / \ \ \
1 0 3 0 0 2 1 2 2 2 0 1 3 0 1 0 0 2 2 0 0
\ / \ \ \ \ \ \ \ / \ / \ / / / / \ /
0 3 0 0 0 0 1 0 0 0 0 0 0 2 0 0 2 0 0 2 0
/ / \ / \ \ / / \ / / \ / / / / / \ /
1 3 0 0 3 0 3 0 0 3 0 0 0 2 3 2 2 0 0 3 0
/ \ / / / / / / \ \ \ / / \ \ \ / \ \ \
0 0 3 3 0 1 2 0 1 0 0 3 3 1 0 0 2 3 0 2 1
/ / \ / \ \ \ / / / \ \ \ / / / / \ \
0 2 0 0 2 0 2 3 0 3 0 0 2 0 2 0 1 0 2 0 0
\ \ / / / \ \ \ \ / \ / / \ \ \ \ / \ \
0 0 3 1 2 1 0 0 0 0 0 0 0 1 0 0 0 2 1 3 0
/ \ \ / / / / / \ \ \ \ / / \ \ \ \ \
1 1 0 0 0 1 3 2 0 0 3 2 3 0 0 3 0 0 3 2 1
/ \ / \ \ / \ \ \ / \ \ \ / / \ / \ \ \
0 1 3 0 0 0 2 0 0 3 0 3 0 0 1 1 0 2 2 0 1
\ \ / \ \ / / \ \ / / \ / \ \ / / / \ \
0 2 0 1 0 1 1 0 2 0 1 1 0 2 3 2 2 1 1 0 0
\ \ / \ \ / / \ \ \ \ / \ \ \ \ \ / / /
0 0 0 0 0 0 0 0 0 0 1 1 0 0 0 0 0 0 0 1 0
```

7 teams, 18 players

- **Bule:** Jean Christoph Jung, Valentin Mayer-Eichberger, Abdallah Saffidine
- **Ch'ti CP:** Thibault Falque, Jean-Marie Lagniez, Romain Wallon
- **Fodor:** Paul Fodor
- **PicatBBZ:** Afredo Beaumont, Peter Bernschneider, Neng-Fa Zhou
- **The Two Marateers:** Marco Mochi, Matteo Cardellini
- **Triple Negation:** Alice Tarzariol, Wolfgang Faber, Martin Gebser
- **tuw:** Andre Schidler, Katalin Fazekas, Rafael Kiesel

Countries

Australia (1)
Austria (6)
Basque Country (1)
France (3)
Germany (3)
Italy (2)
USA (2)

Stats

Time of first submission: 1h44 (dinner?)
Last scored point: 10h37
Submitted solutions: 26
Fastest cumulative runtime: ~80.2 seconds

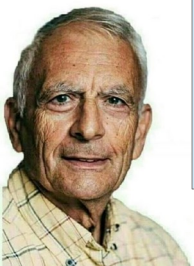
Systems

clingo (3 teams, 110p)
EvalMaxSAT-Weighted (1 team)
picat (1 team, 30p)
PyCSP3 (1 team)
python-sat (1 team, 30p)
z3 (1 team, 10p)

We made mistakes!



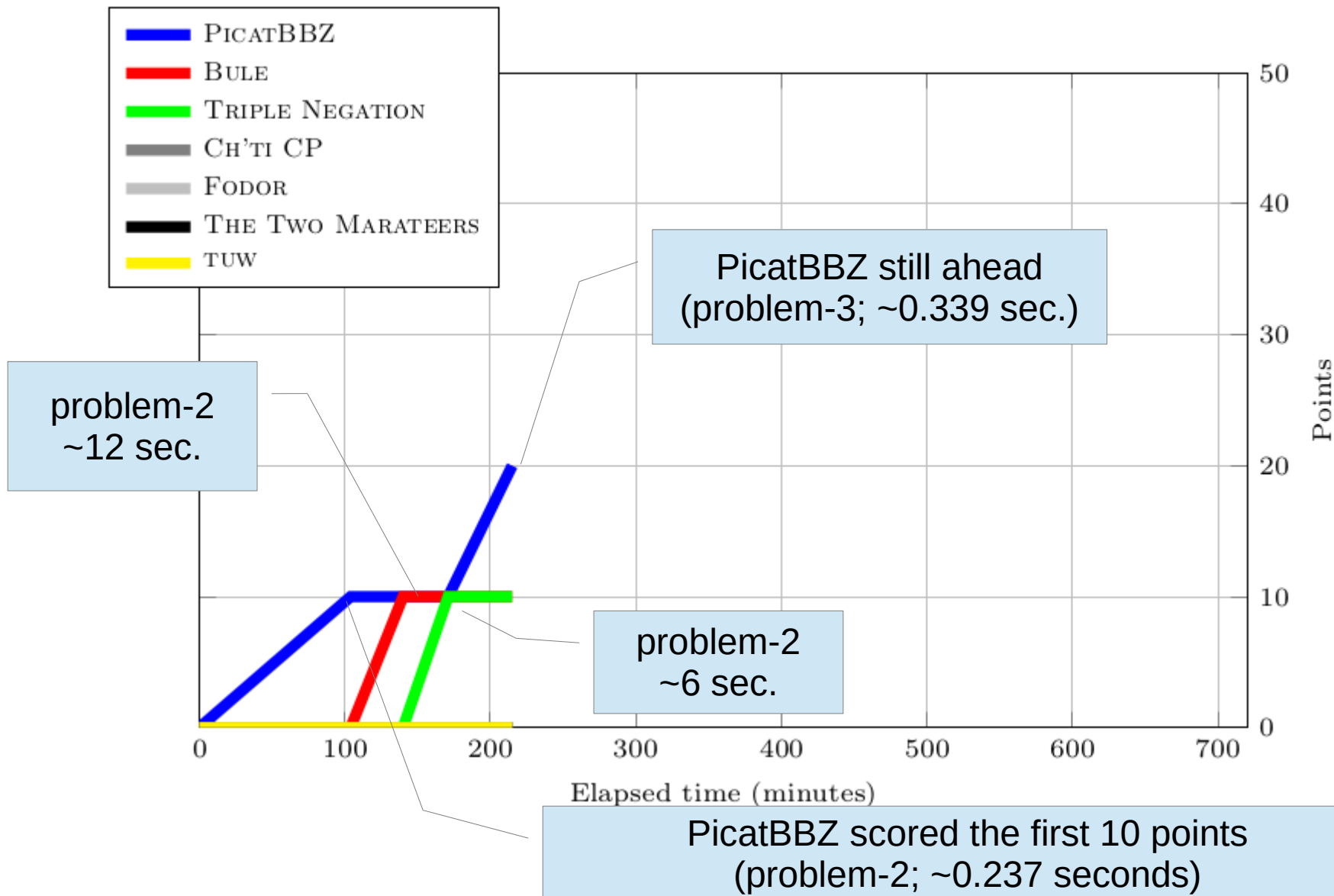
- **Bule** wasted time because of a bug in our checker (problem-1)
- **PicatBBZ** received some false-positive feedback (problem-5)
- **Triple Negation** wasted time because of some false-negative (problem-1; they had to solve it twice before Mario realized he was comparing their solutions with those of problem-2)
- **tuw** was late notified on better solutions from competitors (problem-1)

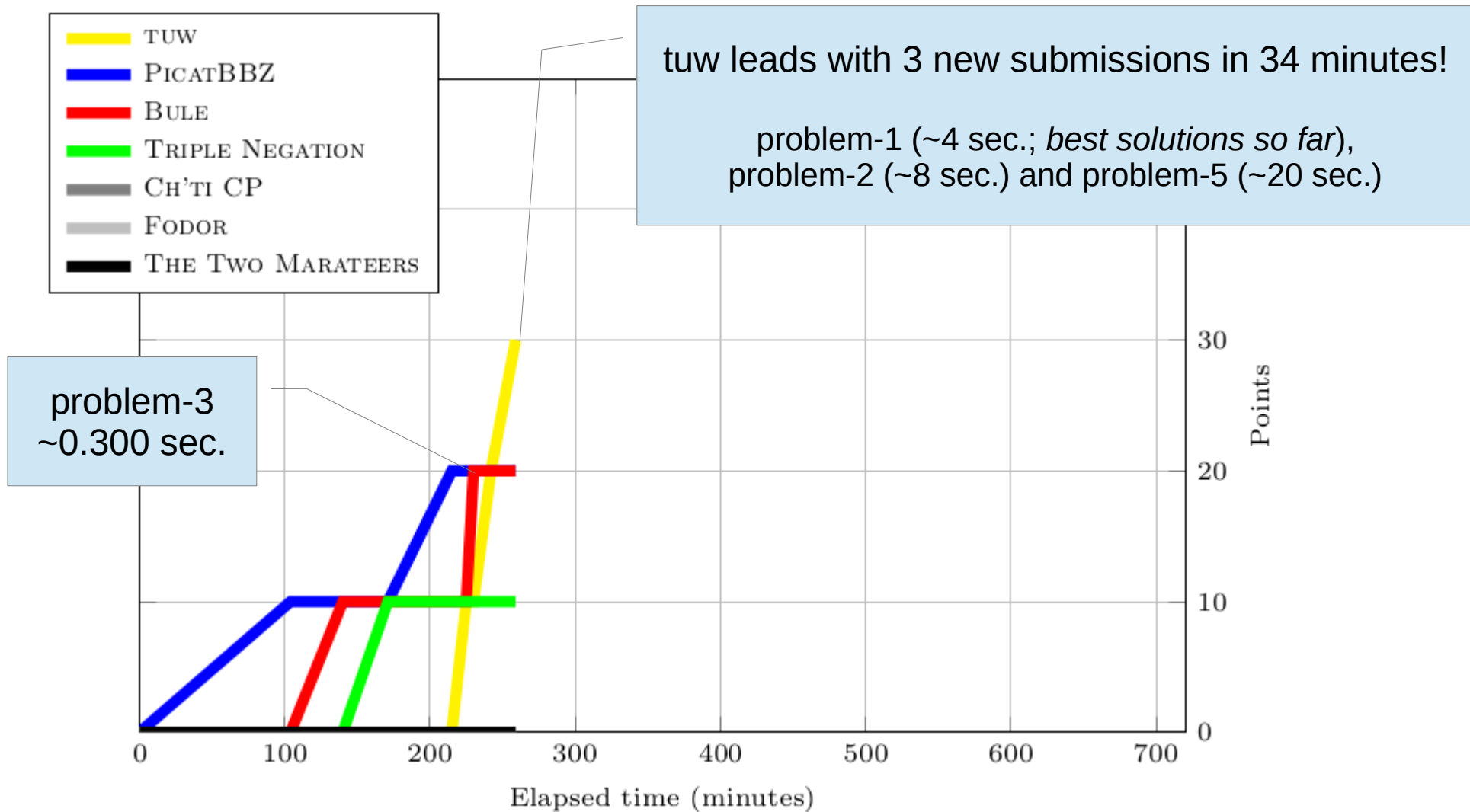


12 hours of continuous feedback
didn't stress us at all!
- Mario, 38 years old

We did our best to provide a prompt feedback.

It worked well for the first 7 hours...
less for the last 5 hours :(







Brain overload momentum

PicatBBZ (p-4, ~0.178 sec.)
 Triple Negation (p-5, ~12 sec.)
 Bule (p-5, ~61 sec.)

problem-3 (~1 sec.)

Second brain shock

Bule (p-4, ~7 sec.)

Triple Negation (p-1, ~2 sec.)
 also drops 10 points of tuw
 (but we realized it only after
 some hours; sorry to both)

problem-3
 ~0.359 sec.

problem-2
 ~2145 sec.

0

300

400

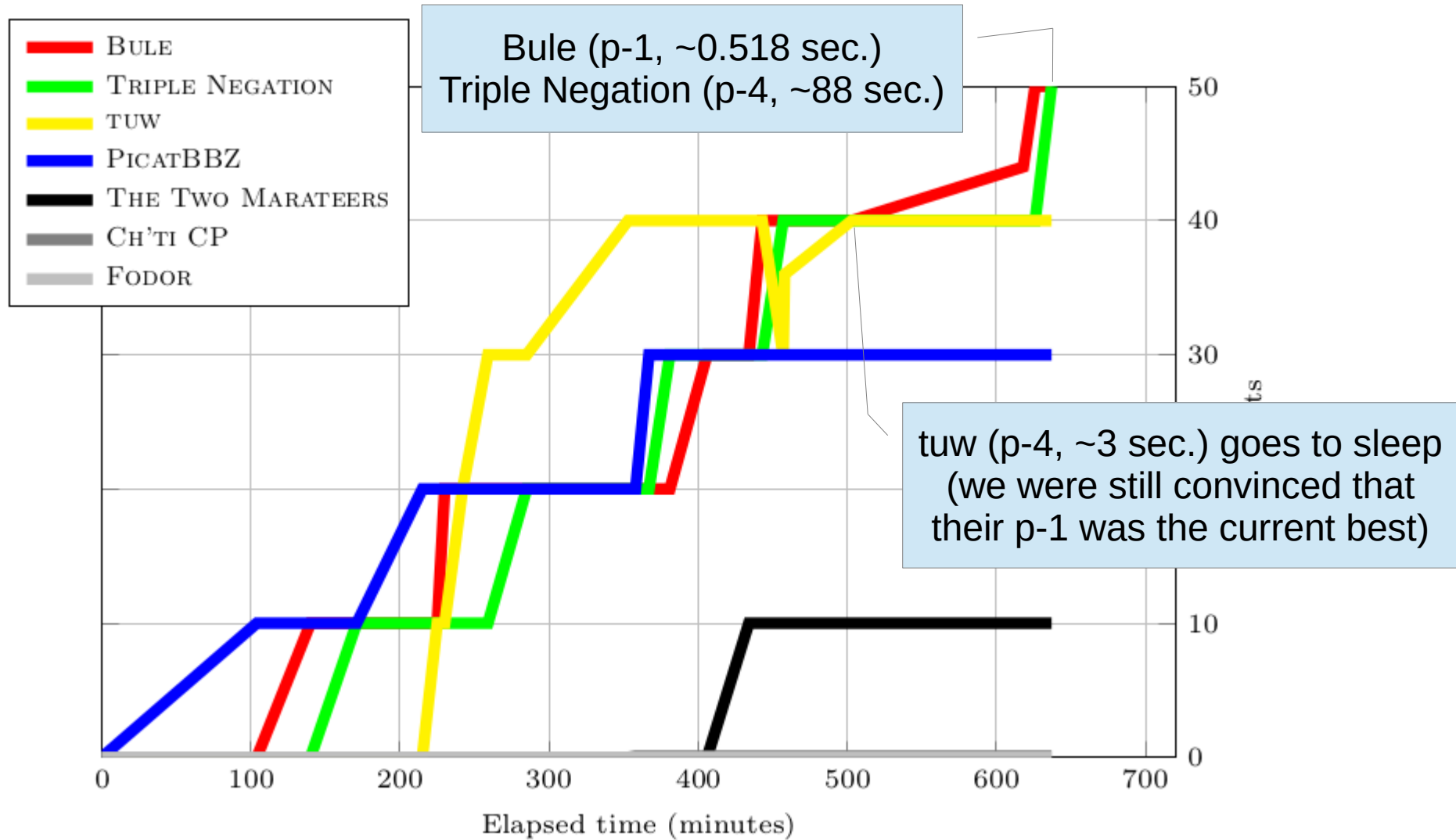
500

Elapsed time (minutes)

40

0

100



<u>Team</u>	<u>Points</u>	<u>Last score</u>	<u>Cumulative runtime</u>
Bule (clingo)	50	10h26	~80 sec.
Triple Negation (clingo)	50	10h37	~109 sec.
tuw (EvalMaxSAT-Weighted/python-sat/z3)	40 (non-best solutions for p-1)	8h23	~32 sec. (plus ~4 sec. for p-1)
PicatBBZ (picat)	30	6h07	~0.8 sec.
The Two Marateers (clingo)	10	7h14	~2146 sec.
Ch'ti CP (PyCSP3)	0 (non-best solutions for p-1)	- (5h58)	- (~4818 sec.)
Fodor	0	-	-

First place and FLoC Olympic Games medals to team Bule

Jean Christoph Jung, Universität Hildesheim, Germany
Valentin Mayer-Eichberger, Universität Potsdam, Germany
Abdallah Saffidine, University of New South Wales, Sydney, Australia

Questions

Ask directly to the Contest Chairs

Slack Workspace: scan the QR code

Email: lpcp2022@easychair.org

