

Pandemaniac FAQ

These are questions were gathered from last year's run of Pandemaniac. Hopefully these can also help with some of your questions!

Q: I noticed that on yesterday's round, there were more filler (random) players than real players in many of the graphs. Will this be the case as well during the tournament, or will there be a higher proportion of real players?

A: There should be the same proportion as the program distributes roughly evenly.

Q: What happens if two groups pick the exact same nodes in a 1 v 1 for the tournament?

A: If multiple teams claim a node neither team will get it, so in the end neither team will have any nodes.

Q: If only two teams are competing on a graph, and one team captures zero nodes by the end, what will their score be?

A: It will be zero.

Q: Will we encounter disconnected graphs?

A: Your algorithm should be able to handle disconnected graphs. You can assume the graphs are undirected, but don't make any other assumptions.

Q: What format should the online submissions be?

A: Each line should have a single integer on it, not accompanied by quotes or other characters.

Q: Since we will be running 50 runs, can we turn in different seeds for each run? This would allow us to use a mixed strategy which could be interesting.

A: Yes, you may - we do not require identical nodes for all 50 rounds. Note that the eventual displayed score is the overall ranking across all runs.

Q: What does it mean for epidemic colors to converge?

A: To reach a point where there is no update that will change the color of a node.