

6th Virginia Tech High School Programming Competition

Virginia Tech

Coach: Dr. Godmar Back

Outline

- What is Computer Science at Virginia Tech?
- What is the ICPC?
- Rules and Hints for today's contest
- Schedule:
 - 11:15am – 11:59 practice
 - 12:00pm – 5:00pm contest
 - All times are Eastern Standard Time (EST; UTC-05:00)
- Acknowledgements

Computer Science at Virginia Tech

- AY 2019/20: > 45 full-time faculty + instructors, >1,200 undergraduate majors, >200 graduate students
 - [Immense growth ahead](#) via the VA Higher Education Package connected to Amazon HQ (+40 faculty in B'burg, 2x students).
 - Both in Blacksburg (undergraduate) and NoVA (MS-level)
- ABET Accredited undergraduate program
 - Specialized tracks in key study areas
 - Capstone courses
 - Active corporate partners/job fairs
 - Research-active, award-winning faculty
- Highly regarded by recruiters and companies nationwide
- Passion for Computer Science and teaching it!

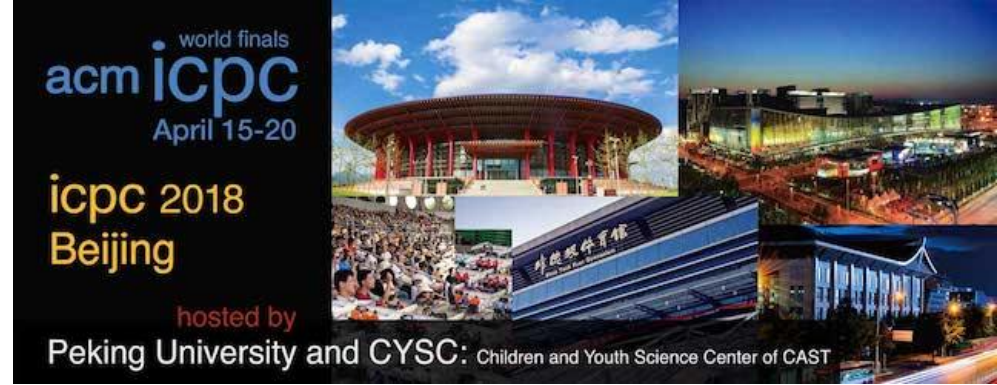
ICPC FACTS (2019)

The International Collegiate Programming Contest (ICPC) is the premiere global programming competition conducted by and for the world's universities. The competition operates under the auspices of the ICPC Foundation and is headquartered at Baylor University. For nearly four decades, the ICPC has grown to be a game-changing global competitive educational program that has raised aspirations and performance of generations of the world's problem solvers in the computing sciences and engineering.

Teams of three students represent their universities in multiple levels of regional competition.

Virginia Tech competes within the MidAtlantic Region against universities in Virginia, Maryland, North Carolina, West Virginia, Eastern Pennsylvania, Delaware, and Southern NJ.

Virginia Tech's has sent a team to the World Finals 27 times, including 5x times since 2014. We advanced to the 1st North American Championship in 2020.



Rules for Today's Contest

- Full Set of Rules published on [site](#)
- Teams may not:
 - Communicate with any human outside their team about the problems, including their coaches
 - Use more than 1 computer during the contest
- Teams may:
 - Use the Internet for reference (e.g. programming language documentation)
 - Refer to any documentation prepared by themselves before the contest
 - Use a non-programmable calculator as a 2nd device
 - Ask their on-site coaches for assistance with technical matters, e.g. workstation internet access or computer setup.
 - Use a printer (if available)
 - Submit clarification requests to the organizers (please do!)

Today's Problem Set

- We expect a wide range of teams
- Will contain 13 problems
 - Following trend at ICPC
- Problems are not sorted by difficulty.
- You will not have failed if you don't solve all problems!
 - Our goal is to maximize *choice* for all teams at multiple skill levels.
 - Feel good about the problems you do solve.
- Keep an eye on the scoreboard to spot problems that many teams were able to solve!
- Do not give up

Hints for Today's Contest

- Have Java solutions for all problems
 - But we do not guarantee that all problems are solvable in all contest languages
 - If you program in Python 2, consider selecting PyPy
- #1 mistake for Java Programmers is adding a package statement. Don't.
- Most common causes of Runtime Error judgment:
 - `ArrayIndexOutOfBoundsException`
 - `StringIndexOutOfBoundsException`
 - `StackOverflowError` (infinite recursion)
- Always check your program on the provided test data **before** you submit it!
 - PCS gives penalty points even if you just fail the sample data
- Be sure to read each problem carefully regarding the required accuracy. *Unless* the problem states an error bound (such as 10^{-5} , etc.) you are expected to compute exact results (hint: Java/C **double** floating point numbers will introduce rounding errors in most cases.)
- Note C++ supports only C++11 (apologies)

Post Contest

- As in past years, we will
 - Leave the contest site up and running for upsolving (team credentials will still work!)
 - Publish judge data and judge solutions after contest
 - Publish solution sketches
 - Eventually publish problems on open.kattis.com for archiving and to allow for independently organized practice contests
- Plenty of opportunity for post-contest study:
 - First, try to solve it yourself
 - Second, read solution sketch
 - Third, study judge solution
 - Fourth, reproduce it yourselves – and apply it to the next problem!
- A common misconception is that you learn only if you never look at someone else's solution.

Getting Help

- Use Clarification system for problem-related doubts
 - There will be helpful judges at the other end
 - Of course, we will not give hints to individual teams that could give them unfair advantage
 - If we feel something is unclear/worth clarifying, we will issue a clarification to all teams
- For contest-related issues unrelated to the problems itself, ask your coach to use the Zoom chat; we will be monitoring the Zoom chat all day.

Last but not least

- Thanks to our volunteers from the ACM ICPC team
 - 7 student problem setters: Arash Behpour, Matt Davison, Alex Lind, Colin Peppler, Vinh Pham, Benjamin Reidys, Henry Wang
- Thanks to Scott Pruett (ICPC world finalist, formerly Virginia Tech, now engineer at Facebook) for developing PCS 2.0.
- Thanks to our sponsors
 - Department of Computer Science
 - Eastman Chemicals
 - stack@cs Center for Systems Research
- The top 3 teams will be listed on our website
- Prizes: Cash Prizes for 1st, 2nd, and 3rd placed team (\$180, \$120, \$60 per team).