

Judging Details

Judge System

Your programs will be judged on the system once they're submitted.

- Your program must read input data from the standard input, and write its output to the standard output.
- Other outputs, e.g. writing to the standard error, will not be used for judging.
- You will never have to write to (open) a file, and are not allowed to do so.

Your programs will be run inside a *sandboxed environment*, i.e. with protections to prevent the system from being damaged. Specifically:

- Memory usage is limited to 2 GB in the environment. Note it is the total amount, not the amount you can use exclusively in your programs.
- The stack size is set unlimited (in C/C++), only capped by the total memory limit.
- Multi-processing or multi-threading is discouraged and unlikely beneficial, though not prohibited. Remember your programs will run on a single processor core. The total number of processes is limited to 64, including ones the system may create outside your programs.
- It is *never* recommended to run external commands. It is technically possible but probably does not work as you expect.

If you have no idea about what these mean — no worries. Just remember your programs should use the standard input and output, not files.

There are a couple more restrictions that apply:

- The total amount of source code must not exceed 256 KB in each submission.
- Your program must compile within 30 seconds.

See the DOMjudge team manual for more details about these restrictions.

Note about Platform

The judge system is running on Google Compute Engine, C2 machine type (`c2-standard-4`). For more information about Google Compute Engine, please visit the official website^{*1}.

1. <https://cloud.google.com/compute/docs/cpu-platforms>

Compilers & Options

The judge system uses the following compilers and execution environments (e.g., interpreters) with the following options. "\$@" is substituted with your source file(s); "\$DEST" is the name of the binary (which is `./a.out` by default) and is chosen arbitrarily by the system.

The **Run** commands indicated in the following table are for non-interactive problems. For interactive problems, standard input and output are connected to a judge program. See the "Note on Interactive Problems" section below for the details.

C	
Version	gcc (Ubuntu 11.3.0-1ubuntu1~22.04.1) 11.3.0
Compile	gcc -x c -g -O2 -std=gnu11 -static -o "\$DEST" "\$@" -lm
Run	"\$DEST" < <i>infile</i> > <i>outfile</i>
C++	
Version	g++ (Ubuntu 11.3.0-1ubuntu1~22.04.1) 11.3.0
Compile	g++ -x c++ -g -O2 -std=gnu++20 -static -o "\$DEST" "\$@"
Run	"\$DEST" < <i>infile</i> > <i>outfile</i>
Java	
Version	OpenJDK 17.0.5 2022-10-18 (build 17.0.5+8-Ubuntu-2ubuntu122.04)
Compile	javac -encoding UTF-8 -sourcepath . -d . "\$@"
Run	java -Dfile.encoding=UTF-8 -XX:+UseSerialGC -Xss64m -Xms1920m -Xmx1920m <i>MainClass</i> < <i>infile</i> > <i>outfile</i>
Python 3 (PyPy)	
Version	Python 3.9.15 (7.3.10+dfsg-1~ppa2~ubuntu20.04, Dec 07 2022, 00:17:39) [PyPy 7.3.10 with GCC 9.4.0]
Compile	pypy3 -m py_compile "\$@"
Run	pypy3 "\$@" < <i>infile</i> > <i>outfile</i>
Kotlin	
Version	1.7.21 (JRE 17.0.5+8-Ubuntu-2ubuntu122.04)
Compile	kotlinc -d . "\$@"
Run	kotlin -Dfile.encoding=UTF-8 -J-XX:+UseSerialGC -J-Xss64m -J-Xms1920m -J-Xmx1920m <i>MainClass</i> < <i>infile</i> > <i>outfile</i>

In Java and Kotlin, DOMjudge will detect the main class automatically; you do not have to name it `Main`. See the DOMjudge team manual for details.

In Python, **Compile** commands only verify the syntax. `*.pyc` files will not be used in the real run.

The compilers and the execution environments are also available on your workstation as the following commands:

- **C** — `compilegcc` (no `run` command)
- **C++** — `compileg++` (no `run` command)
- **Java** — `compilejava` / `runjava`
- **Python 3** — `compilepython3` / `runpython3`
- **Kotlin** — `compilekotlin` / `runkotlin`

Submission Results

The judges may have prepared multiple test cases for each problem. On each submission, DOMjudge decides one result for each test case. DOMjudge does *not* report results for each test case, but it reports one result for a submission, based on the following rules.

Results for test cases

For each test case, DOMjudge decides one of the following results:

- **CORRECT** - Your program ran successfully and passed the test case.
- **TIMELIMIT** — Your program did not finish within the time limit.
- **RUN-ERROR** — Your program crashed or exited with a non-zero exit status (e.g. because of missing `return 0;` in C/C++).
- **OUTPUT-LIMIT** — Your program produced excessive output (> 8 MB).
- **WRONG-ANSWER** — Your program neither crashed nor exceeded the time limit, but produced incorrect output.
- **NO-OUTPUT** — Your program did not produce any output.

See the DOMjudge team manual for more details about these results.

Results for submissions

For each submission, DOMjudge reports one of the following results:

Accepted

- **CORRECT** — Your program resulted in **CORRECT** for all test cases.

Rejected with 20-minutes penalty

- **TIMELIMIT**, **RUN-ERROR**, **OUTPUT-LIMIT** — If your program resulted in **TIMELIMIT**, **RUN-ERROR**, or **OUTPUT-LIMIT** for any test case, then that result is returned immediately.
- **WRONG-ANSWER** — Your program didn't result in any of the above three, but resulted in **WRONG-ANSWER** for some case(s).
- **NO-OUTPUT** — Your program didn't result in any of the above four, but resulted in **NO-OUTPUT** for some case(s).

Rejected with no penalty

The following results imply your program did not even start. You do not receive any penalty for these results.

- **COMPILE-ERROR** — Your program did not compile in the judging environment. You can consult the error message(s) on the submission details page.
- **TOO-LATE** — Your program was submitted after the contest was over. ^{*2}

Note on Interactive Problems

You may meet “interactive problems” in the contest. They are the same as other problems in a way that your program will read from standard input and print results to standard output. The difference is, the standard input and output are connected to a special program (judge program), with which you have to communicate back and forth. Unlike other problems where the input text is fixed for each test case, the input varies based on your previous outputs.

In most programming environments, program output is buffered to speed up I/O operations. With interactive problems, it is crucial to make sure the output is actually sent from your program and not simply stored in internal buffers. This typically means flushing the output buffers after each write.

- In C/C++ with `stdio.h` (or `cstdio`), you can use `fflush (stdout)`. Writing `\n` does not mean it will get flushed.
- In C++ with `iostream`, an output stream is flushed automatically each time you write the `std::endl` manipulator. When using other means or if you want to be sure, call `std::cout.flush()`.
- In Java and Kotlin, the `System.out` stream has so-called “auto-flush” functionality and its buffer is therefore flushed automatically with each newline character. When using other streams or if you want to be sure, invoke the `flush()` method of the stream.
- In Python, you can use `sys.stdout.flush()`.

The time limit for an interactive problem is how much time your submission may spend; the time spent by the judge program is *not* counted towards this. Note that if your program attempts to read more input than can be provided currently (e.g., because you forgot to flush your previous output, or because of some other reason), then the program will stall indefinitely and your submission will get **TIMELIMIT**.

Note on Languages

The judges have solved all problems in languages from at least two of the three distinct language groups (Java/Kotlin, C/C++, and Python).

Note to Python Users

Only syntax errors will be reported as **COMPILE-ERROR**. Other types of errors, such as `NameError` or `ModuleNotFoundError`, will result in **RUN-ERROR** and incur a 20-minute penalty.

It is fine, though not needed, to start your scripts with an interpreter directive (line starting with `#!`, also known as shebang).^{*3}

The full list of modules available in the judge system can be found in the following section.

2. Note that this does not mean your programs need to be judged before the end of the contest. Your programs will be judged as long as submitted (“queued”) within the contest time.

3. Some past versions of DOMjudge refused scripts that contain a shebang.

Available Python Modules

LanguageSelector	_sitebuiltins	formatter	pymacaroons
PIL	_socket	fractions	yparsing
__decimal	_sqlite3	ftplib	pypy_tools
__exceptions__	_sqlite3_build	functools	pypyjit
__future__	_sqlite3_cffi	future_builtins	pyrepl
__pypy__	_sre	gc	pyrfc3339
_abc	_ssl	genericpath	pytz
_aix_support	_ssl_build	getopt	queue
_ast	_string	getpass	quopri
_audioop_build	_strptime	gettext	random
_audioop_cffi	_struct	gi	re
_blake2	_structseq	glob	readline
_bootlocale	_sysconfigdata	graphlib	reportlab
_bootsubprocess	_syslog_build	greenlet	reprlib
_bz2	_syslog_cffi	grp	requests
_cffi_backend	_testcapi	gzip	resource
_cffi_ssl	_testing	hashlib	rlcompleter
_codecs	_testmultiphase	heapq	runpy
_codecs_cn	_thread	hmac	sched
_codecs_hk	_threading_local	html	secrets
_codecs_iso2022	_vmprof	http	secretstorage
_codecs_jp	_warnings	httplib2	select
_codecs_kr	_weakref	identity_dict	selectors
_codecs_tw	_weakrefset	idlelib	setuptools
_collections	_winapi	idna	shelve
_collections_abc	_yaml	imaplib	shlex
_compat_pickle	abc	imghdr	shutil
_compression	aifc	imp	signal
_contextvars	antigravity	importlib	site
_continuation	apport	importlib_metadata	six
_cppyy	apport_python_hook	inspect	smtpd
_crypt	apt	io	smtplib
_csv	aptdaemon	ipaddress	sndhdr
_ctypes	aptsources	itertools	socket
_ctypes_test	argparse	jeepney	socketserver
_curses	array	json	sqlite3
_curses_build	ast	jwt	sre_compile
_curses_cffi	asyncchat	keyring	sre_constants
_curses_panel	asyncio	keyword	sre_parse
_dbm	asyncore	language_support_pkgs	ssl
_decimal_build	atexit	launchpadlib	stackless
_distutils_hack	audioop	lib2to3	stat
_distutils_system_mod	base64	linecache	statistics
_ffi	bdb	locale	string
_gdbm	binascii	logging	stringprep
_gdbm_build	binhex	lsb_release	struct
_gdbm_cffi	bisect	lzma	subprocess
_hashlib	blinker	macaroonbakery	sunau
_hpy_universal	builtins	macpath	symbol
_immutable_map	bz2	macurl2path	symtable
_imp	cProfile	magic	sys
_io	cairo	mailbox	sysconfig
_jitlog	calendar	mailcap	syslog
_ldb_text	certifi	marshal	tabnanny
_locale	cffi	math	tarfile
_lsprof	cgi	mimetypes	telnetlib
_lzma	cgibt	mmap	tempfile
_lzma_build	chardet	modulefinder	termios
_lzma_cffi	chunk	more_itertools	test
_markupbase	cmath	msilib	textwrap

_marshal	cmd	msvcrt	this
_md5	code	multiprocessing	threading
_minimal_curses	codecs	nacl	time
_multibytecodec	codeop	netrc	timeit
_multiprocessing	collections	nntplib	tkinter
_opcode	coloursys	ntpath	token
_operator	compileall	nturl2path	tokenize
_osx_support	concurrent	numbers	tputil
_overlapped	configparser	oauthlib	trace
_pickle_support	contextlib	olefile	traceback
_posixshm	contextvars	opcode	tracemalloc
_posixshm_build	copy	operator	tty
_posixshm_cffi	copyreg	optparse	turtle
_posixsubprocess	cpyext	os	turtledemo
_pwdgrp_build	crypt	parser	types
_pwdgrp_cffi	cryptography	pathlib	typing
_py_abc	csv	pdb	uaclient
_pydecimal	ctypes	pexpect	ufw
_pyio	ctypes_support	pickle	unicodedata
_pypy_generic_alias	cupshelpers	pickletools	unittest
_pypy_interact	curses	pipes	urllib
_pypy_irc_topic	dataclasses	pkg_resources	urllib3
_pypy_openssl	datetime	pkgutil	uu
_pypy_testcapi	dbm	platform	uuid
_pypy_util_build	dbus	plistlib	venv
_pypy_util_cffi	decimal	poplib	wadllib
_pypy_util_cffi_inner	defer	posix	warnings
_pypy_wait	difflib	posixpath	wave
_pypy_winbase_build	dis	pprint	weakref
_pypy_winbase_cffi	distro	problem_report	webbrowser
_pypy_winbase_cffi64	distutils	profile	wsgiref
_pypyjson	doctest	pstats	xdrlib
_random	email	psutil	xml
_rawffi	encodings	pty	xmlrpc
_resource_build	ensurepip	ptyprocess	yaml
_resource_cffi	enum	pwd	zipapp
_scproxy	errno	py_compile	zipfile
_sha1	faulthandler	pyclbr	zipimport
_sha256	fcntl	pydoc	zipp
_sha3	filecmp	pydoc_data	zlib
_sha512	fileinput	pyexpat	zoneinfo
_signal	fnmatch	pygtkcompat	