

THE QUALIFYING ROUND — RULES

1 General Terms

1. The qualifying round will be held on March 12, 2017, from 9 am to 2 pm (CET).
2. As stated in the Terms and Conditions document, the Organizers **can** extend the duration of the qualifying round by up to one clock hour when appropriate — especially in the case of a temporary server failure.
3. Any enquiries **which cannot be submitted via the “Questions and answers” tab of the Contest evaluation system (see below)**, should be sent to `contact@deadline24.pl`.
4. The official language of the Contest is **English**.

2 Assessment

1. When the Contest begins, the tasks along with the necessary data will be given to the Participants.
2. There is an exemplary dataset (input and output files) for each task. This dataset is annotated with the id 0 and will not be evaluated.
3. Solving each task consists in generating one output file for each input file (except the exemplary one).
4. Submitted output files are automatically verified and assessed by the evaluation system.
5. Each submitted output file is verified and assessed individually.
6. The evaluation rules are given in the description of each task.
7. After the verification process, each output file is given a score.
8. If the score for a given output file is higher than the score obtained for all previously submitted version of this output file, then the score is updated.
9. Given the score and submission timestamp, the number of points for an output file is calculated as follows:
 - If the score equals 0, then the number of points is 0.
 - Otherwise, the number of points is calculated according to the following formula:

$$p = r + b \cdot \left(1 - \frac{\ln(i)}{\ln(n)}\right),$$

where:

- p stands for the number of points,
- r and b are the scaling coefficients (scaling the points obtained for the correct answer and those obtained for its quality, respectively) given in a separate file along with the task description,
- n is the number of teams participating in the qualifying round,
- i denotes the team position in the ranking of teams for a given output file only. It depends on the number of teams which:

- * have a better score for a given output file,
 - * have the same score for the previously submitted version of a given output file.
10. The number of points is calculated and updated regularly which means that the number of points scored by a team may decrease if better answers are submitted by other teams.
 11. The number of points for a task is the sum of points obtained for each submitted output file.
 12. The final number of points is the sum of points obtained for all tasks. It determines the position in the general ranking.
 13. The scores for particular output files are available online and can be accessed via the web interface of the evaluation system.

3 Evaluation System

1. The address of the evaluation system's web interface will be made available at <http://www.deadline24.pl> in the "News" subpage no later than one hour before the beginning of the qualifying round.
2. Credentials for a team will be sent to each team member via an e-mail provided upon registration no later than one hour before the beginning of the qualifying round.
3. It is forbidden to make the password available to other people.
4. It is possible to ask questions to the Organizers via the Contest system. The Organizers may publish the answer to any question (i.e., make it available to all teams).
5. It is important to check the "Questions and answers" subpage regularly as this is where all important information will be posted. This may include explanations concerning the tasks.
6. It is possible to check the ranking using the web interface. The ranking is updated regularly, and it will be *frozen* one hour before the end of the Contest.
7. The tasks along with the input data files will be available via the web interface of the evaluation system in the form of archives secured with a password.
8. The password to the archives will be made available via the web interface when the Contest begins.
9. Providing solutions consists in submitting the output file (**.ans**) or compressed archive (**.zip**) containing output files for one or more input files of **one task**. The solutions are to be submitted via the web interface.
10. The archive **sets.rar** available at the server contains input files for the tasks. If the input file is named **game03.in**, then the correctly named output file is **game03.ans**. File names should be written in lowercase.
11. The archive file (**.zip**) that is being sent, cannot contain any other files **or directories** except the output files for a given task. It cannot be secured with a password.
12. The web interface will also accept files in the **.ans** format. They will be assigned automatically to a given task.
13. The size of the file that is being sent cannot exceed 2MB.
14. After sending a file (**.zip** or **.ans**) from a team account, it is necessary to wait 60 seconds before submitting another one for the same task.
15. In the case of a suspicion of actions which may result in deceiving or disturbing the proper operation of the evaluation system, the IP address from which the above actions have been taken will be immediately blocked.
16. If the Participants feel that they were unfairly blocked, they should report it via an e-mail.
17. The actions mentioned in (15) may result in an immediate disqualification of the entire team.