Call for Participation

About the Contest

The ACM International Collegiate Programming Contest (ICPC)\(^1\) is a prominent event annually organized by the Association for Computing Machinery (ACM)\(^2\) and sponsored by International Business Machines (IBM)\(^3\). It came to light thanks to a local contest held at Texas A&M University in 1970. The number of participant teams, universities and nations has kept on the increase ever since. In 2008, 7109 teams standing for 1838 universities from 88 nations competed to determine the Programming World Champion Team.

The following are some outstanding ICPC goals:

- To foster the development and credit of programming, teamwork and problem-solving skills.
- To offer a space where students and professors work towards a common constructive goal, out of the traditional university context for examinations.
- To offer a space so that students and professors from a wide range of universities, can exchange their experiences and knowledge.

The contest is a multi-tiered competition among teams which consist of 3 students each and represent Higher Education Institutions. Teams first compete in regional contests which take place worldwide from September to November every year. The winning team from each Regional Contest directly qualifies for the World Finals, which are commonly held on the following March or April. Other high-ranking teams from regional contests may also be invited to the World Finals. Universities willing to participate in their defined Regional Contest generally hold local contests to select one or more teams to represent them at the following level.

The ACM Mexico and Central America Programming Contest\(^4\), a regional contest celebrated for the first time in 1997, summons teams from Mexico, Central America and the Caribbean. In 2008, 173 teams, representing 62 universities from 3 nations, competed to advance to the World Finals celebrated in Stockholm, Sweden, from April 18\(^{th}\) to April 22\(^{nd}\), 2009. During next October, such Regional Contest will simultaneously take place in 7 contest sites (6 in Mexico and 1 in Havana, Cuba) to advance teams for the World Finals in Harbin, China, February 2010.

The University of Informatics Sciences (UCI by its acronym in Spanish)\(^5\) will host the Cuba Site. Up to 55 teams from the Caribbean region will compete from October 22\(^{nd}\) to 25\(^{th}\), 2009. For the first time in the history of these international competitions, a nation from the Caribbean will be the venue for an ICPC Regional Contest.

---

1 Available at: http://cm.baylor.edu/
2 Available at: http://www.acm.org/
3 Available at: http://www.ibm.com/
4 Available at: http://cidi.uaq.mx/acm/
5 Available at: http://www.uci.cu/
Outline of the Event

- Participants should arrive in Havana no later than Thursday (October 22rd, 2009).
- The Check-In Session, the Opening Ceremony, a Technical Session on Contest Rules and a Practice Contest will take place on Friday (October 23rd, 2009).
- The Real Contest, the Awards Ceremony and a Celebration will take place on Saturday (October 24th, 2009).
- On Sunday (October 25th, 2009) the participants may depart.
- Socials and food functions will be provided for the participants.

The program of the contest will be gradually updated and will be available on the Cuba Site website.

Contest Format

The Real Contest is scheduled for 5 hours. A collection of at least six problems written in English will be posed. In order to solve them, the teams will use the programming languages C, C++ or Java and have access to a single computer each.

The judges accept or reject the submitted solutions according to certain criteria and notify the teams with concise phrases in either case. The judges of the contest are the solely responsible for determining the accuracy of the submitted solutions; their decisions are final.

Teams are ranked depending on the largest number of problems solved. Teams that solve the same amount of problems will be ranked according to the least total time consumed in their solution. The total time is the addition of the consumed time for each problem solved. The time consumed of a solved problem is the time elapsed from the beginning of the contest to the submission of the accepted problem, plus a penalty of 20 minutes for each rejected submission. A non-solved problem consumes no time.

No electronic devices, mobile telephones or personal computers are to be taken in the area of the Contest, though paper language dictionaries will be allowed.

It is important to emphasize that it will be used the Programming Contest Control System (PC^2) to manage the information flow during the contest; furthermore, Nova, the Cuban Distribution of GNU/Linux will be installed on the contest computers.

Team Eligibility Rules

Each team will have 3 contestants who must meet the following eligibility requirements:

- Contestants must be willing and able to compete in the World Finals.
- Contestants must be students enrolled in a degree program at the sponsoring institution with at least a half-time load.
- Contestants must have been born in 1986 or later and have started post-secondary studies in 2005 or later.
- Contestants who have competed in 2 World Finals or 5 Regional Contests are not eligible.
- Each team must have a coach serving as its representative and point-of-contact.

Registration Fee

The registration fee of each team will soon be determined; it could be consulted at the Cuba Site website. This fee will cover all 3 contestants and team coach; it should not exceed $160 USD and must be paid in advance; only in exceptional cases will cash payment be accepted during the Check-In Session on Friday (October 23rd, 2009).

6 Available at: http://www.acm-icpc.uci.cu/
7 Available at: http://www.ecs.csus.edu/pc2/
8 Available at: http://www.nova.uci.edu/
Training for the Competition

- You can practice against problems from previous ICPC contests available on the Competitive Learning Institute's ACM-ICPC Live Archive\(^9\).
- To get further practice you can visit on-line contest systems at University of Valladolid's UVa Online Judge\(^{10}\) and Sphere Online Judge\(^{11}\).
- To hold local contests on your own, consider using PC\(^{2}\) or DOMJudge\(^{12}\) on a GNU/Linux distribution (preferably Nova).

Contact Information

For more information about the contest, see the Cuba Site website or write to cubasite@uci.cu.

It will be a great pleasure to see you in the Cuba Site.

Professor Dovier Antonio Ripoll Méndez
Cuba Site Director
daripoll@uci.cu
Telephone: (+537) 837 2518
University of Informatics Sciences
Carretera a San Antonio de Los Baños, Km 2 ½, Torrens, Boyeros, La Habana, Cuba

---

\(^9\) Available at: http://acmicpc-live-archive.uva.es/nuevoportal/
\(^{10}\) Available at: http://icpcres.ecs.baylor.edu/onlinejudge/
\(^{11}\) Available at: http://www.spoj.pl/
\(^{12}\) Available at: http://domjudge.sourceforge.net/