

# ICFP Programming Contest 2019 Report

Ilya Sergey

<https://icfpcontest2019.github.io>



# ICFP Programming Contests

- Annual contest, running since **1998**
- Goes for **72 hours** (long weekend), usually with a **24 hour** lightning division
- Modest cash prizes but unlimited bragging rights
  - *Language X is the programming tool of choice for discriminating hackers*
  - *Language X is a fine programming tool for many applications*
  - *Language X is very suitable for rapid prototyping*
  - *Team Z are an extremely cool bunch of hackers*
- Each year the contest is organised by a different group of FP hackers

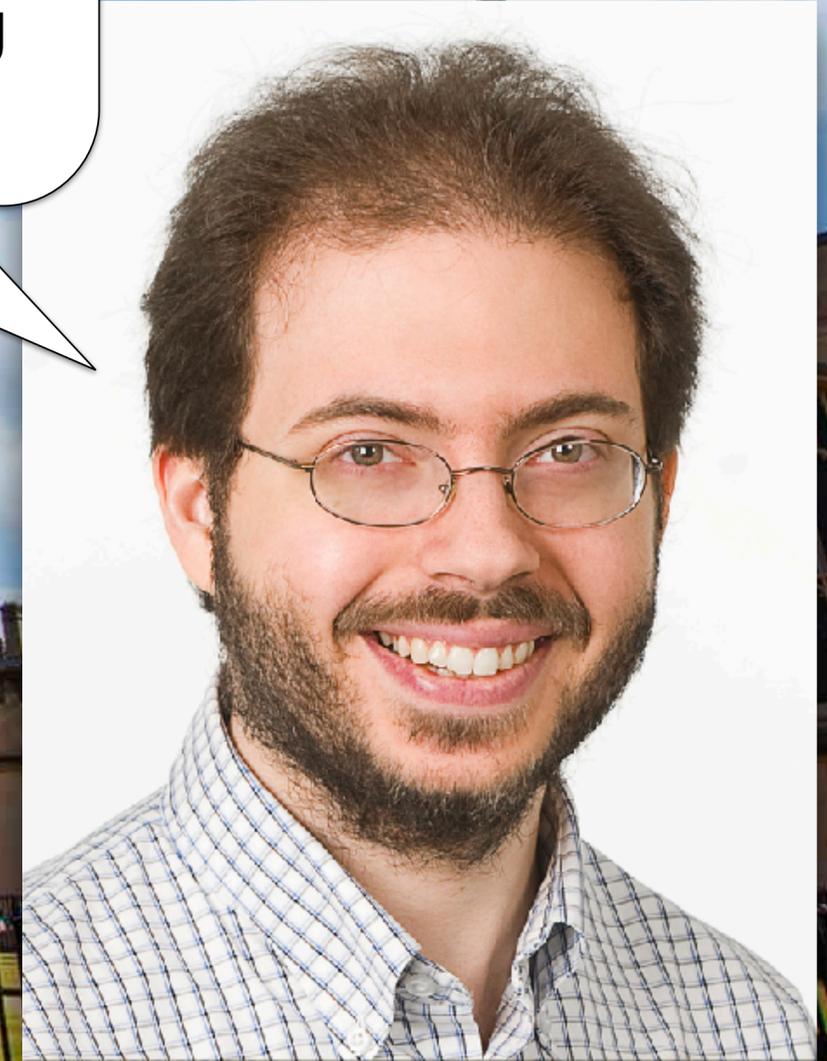
# Recent History

- 2012: Mining lambdas from caves in Scotland
- 2013: Program synthesis
- 2014: Programming ~~Paε~~ LambdaMan
- 2015: Hexagonal Tetris with secret words
- 2016: Origami folding
- 2017: Lambda-punting
- 2018: 3D constructions (and destructions) using nano-bots

# ICFP 2017

Hey, would you like to jump at the one-in-a-lifetime opportunity to run the ICFP Programming Contest in 2019?

Sure, sounds like a lot of fun!



ICFP 2019 General Chair

# ICFP 2017

Hey, would you like to jump at the one-in-a-lifetime opportunity to run the ICFP Programming Contest in 2019?



# ICFP 2018

Yay, I'll be running the ICFP  
Programming Contest  
next year!



**WHEN A FELLOW RESEARCHER HEARS**



**THAT YOU'LL BE ORGANISING ICFP CONTEST**

# ICFP Programming Contest 2019

By 2019 Functional Programming  
has taken over the World

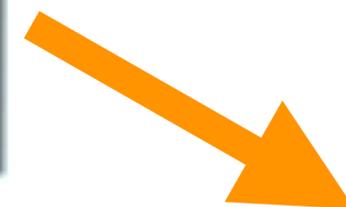
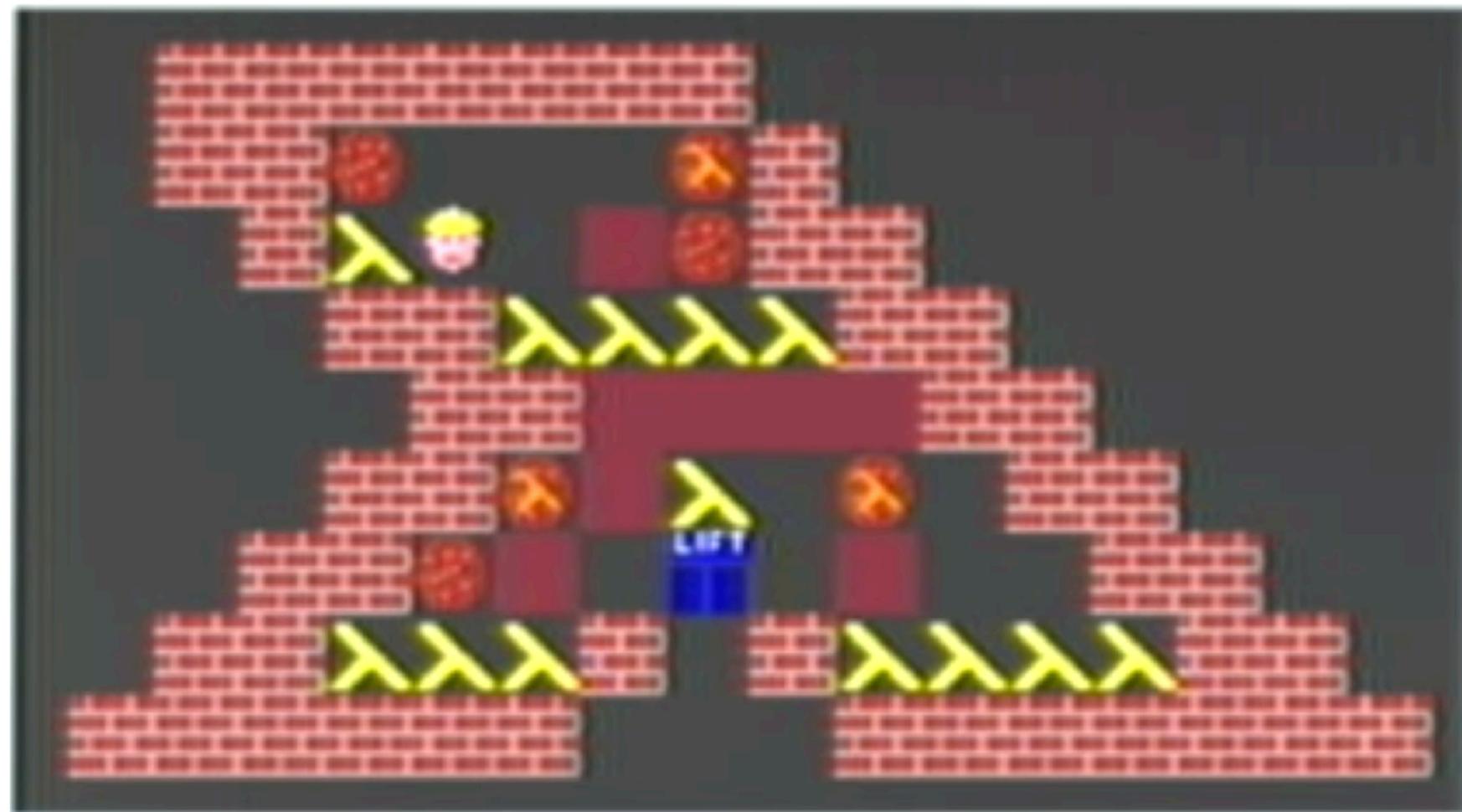
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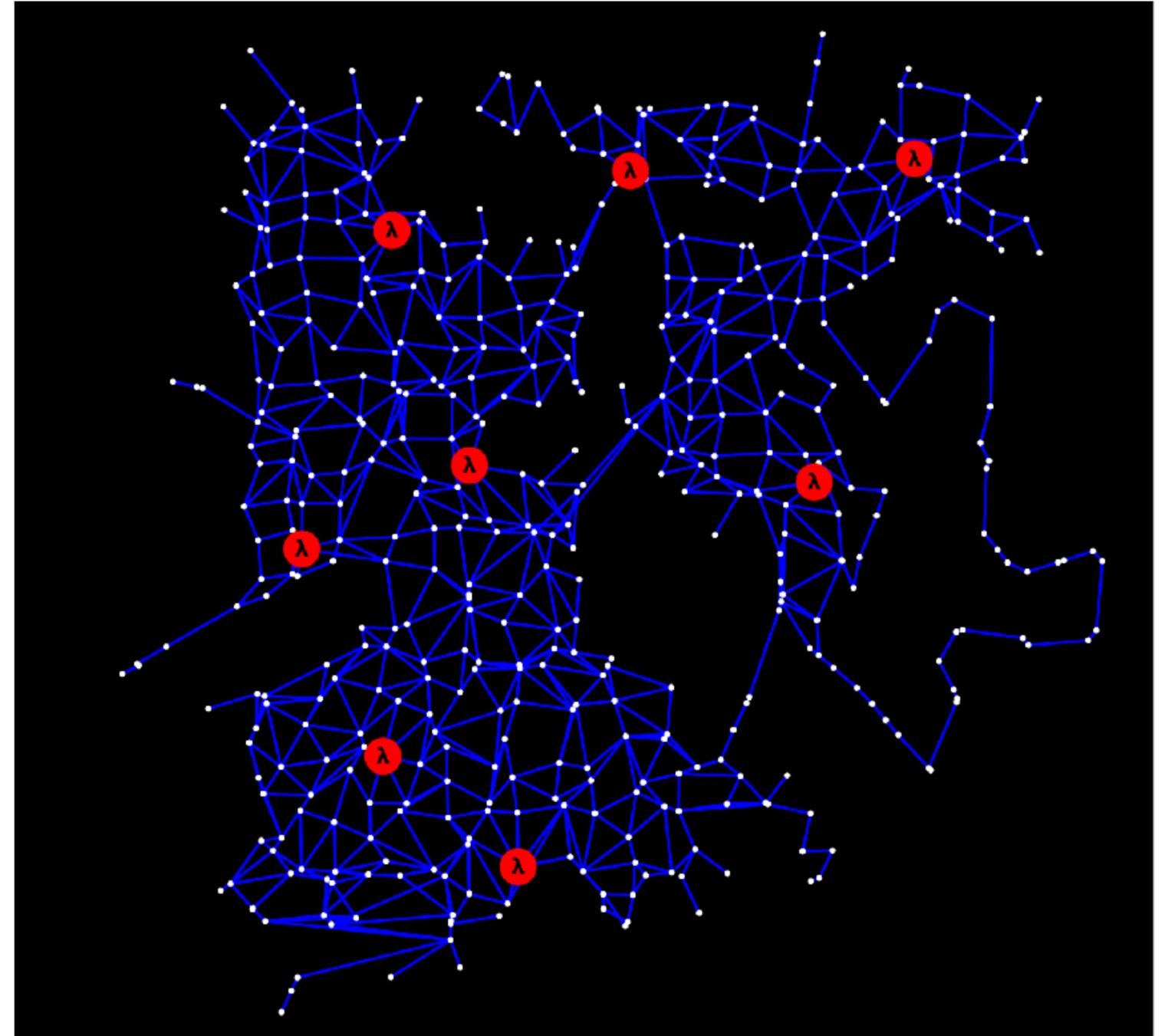
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# 2012: Mining lambdas from caves in Scotland



# 2017: Lambda-Punting



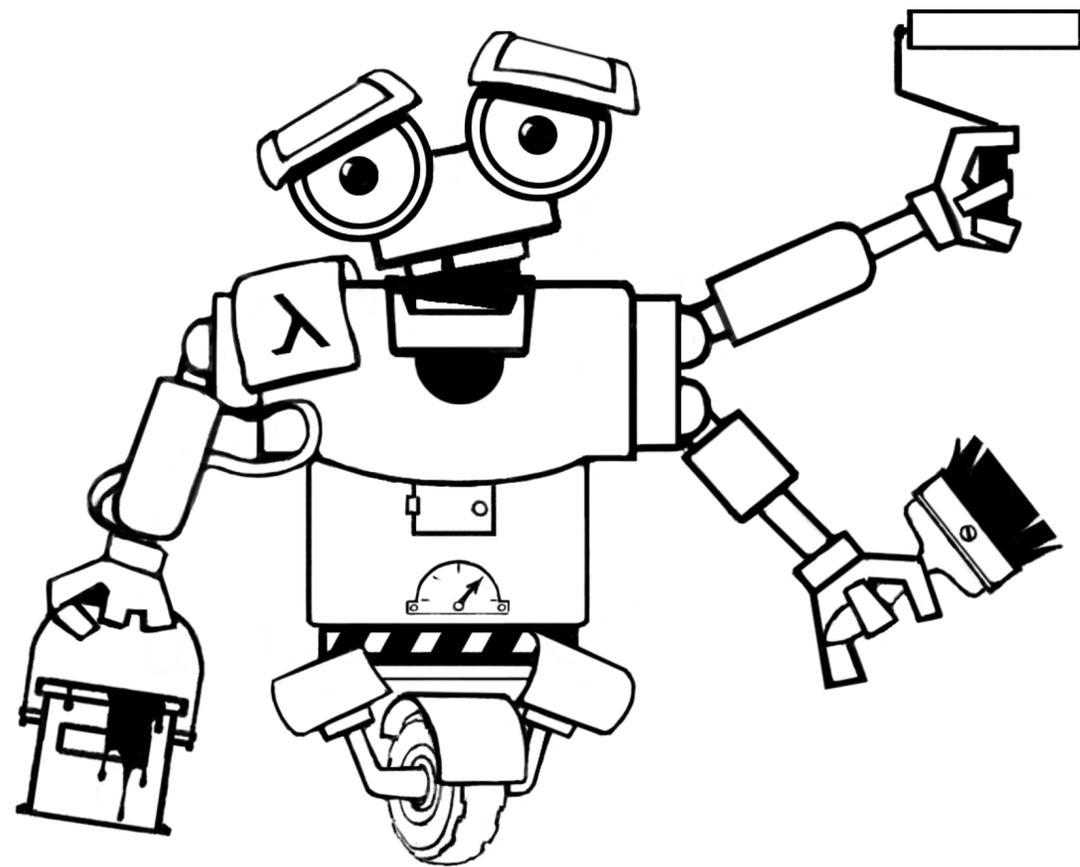
# 2019: Bit Rotting Problem

- What shall we do with all the legacy code?
- We need to dispose the bit-rotten software...
- Let us use empty mines as waste silos!



# Preventing Bit-Rot from Spreading

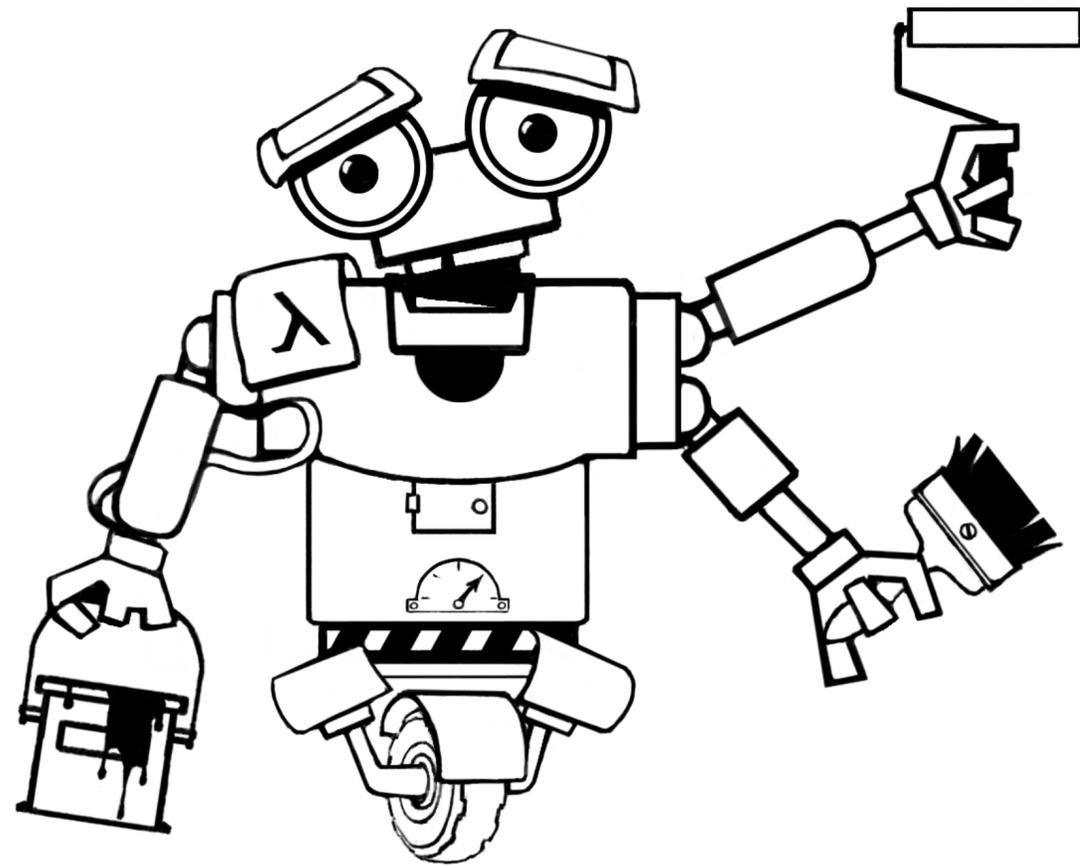
Wrapping the surface of mines in a decay-containing substance.



Worker-Wrapper 2019  
(*aka Wrappy*)

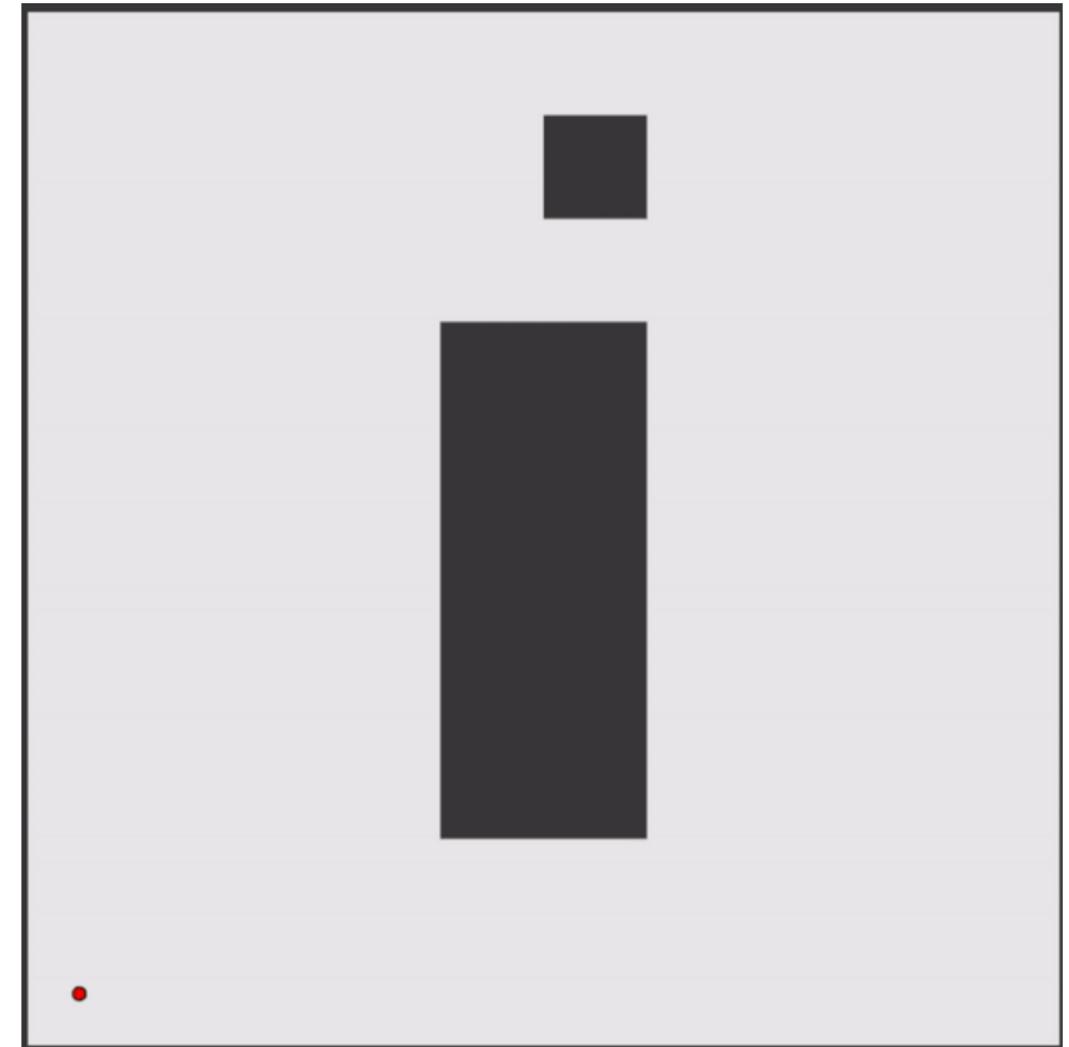
# The Task

For a given map, give a Wrappy trace to cover the entire surface, while minimising a number of steps.



# The Rules

- Wrappy has three manipulators
- It can move in *four directions* (but not through the walls).
- Wrappy can turn around
- Manipulators can *fold* an *unfold* in narrow parts of a map.



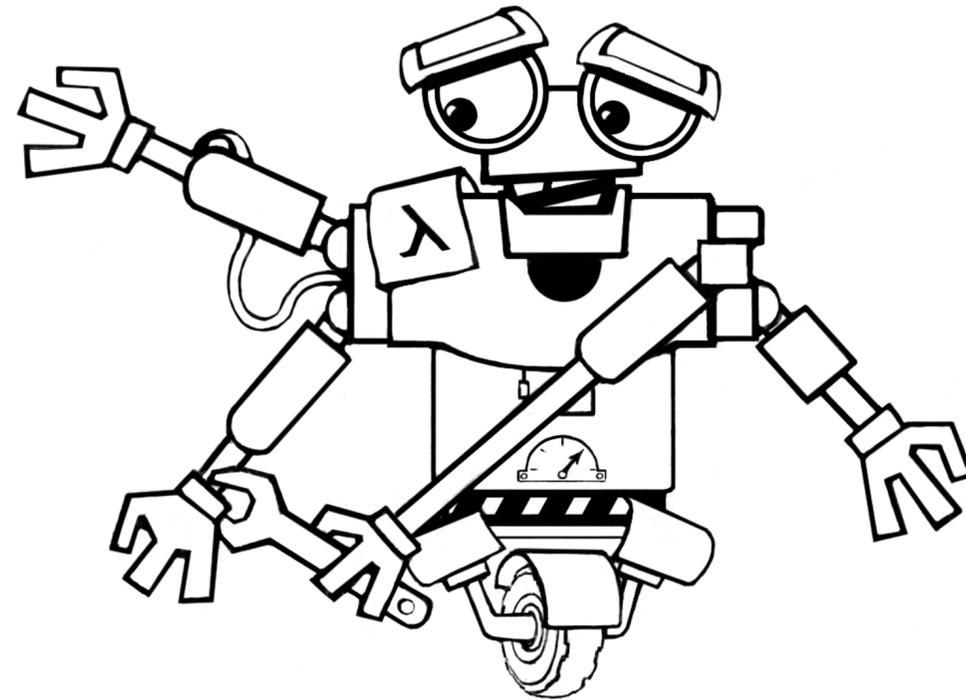
DDDDDDQWWWWWWWEDDESSSSSSAAAAAAEEWWWWWDDAWWDASQAAAQSSSSSS

# Sounds too Easy?

Lambda-miners left ***some stuff*** behind...

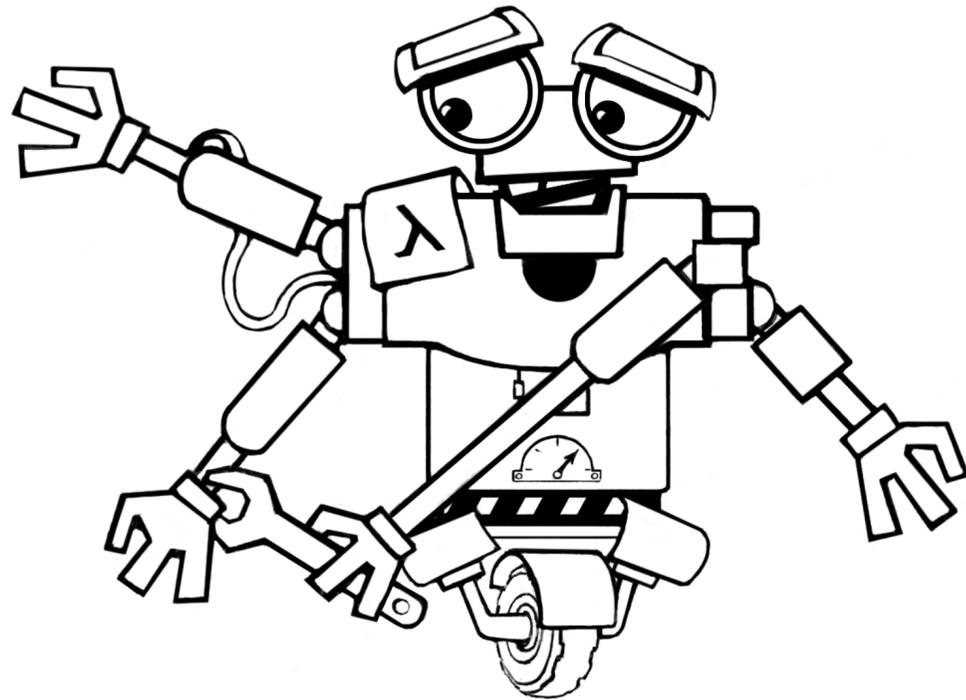
Let's see if we can use it

# Manipulator Extension

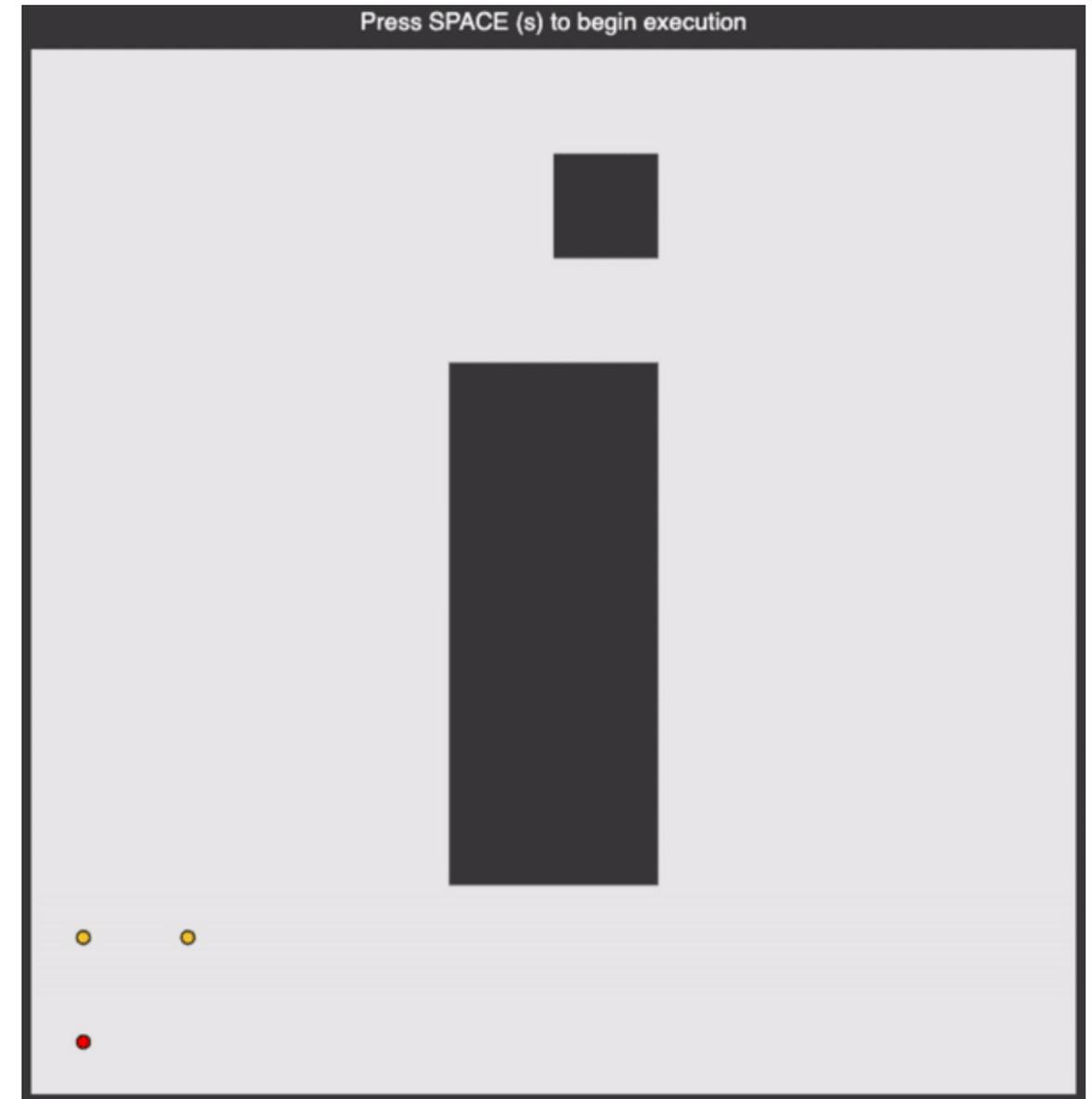


- Wrappy attach an *an additional robotic* hand, extending its range
- Permanent effect

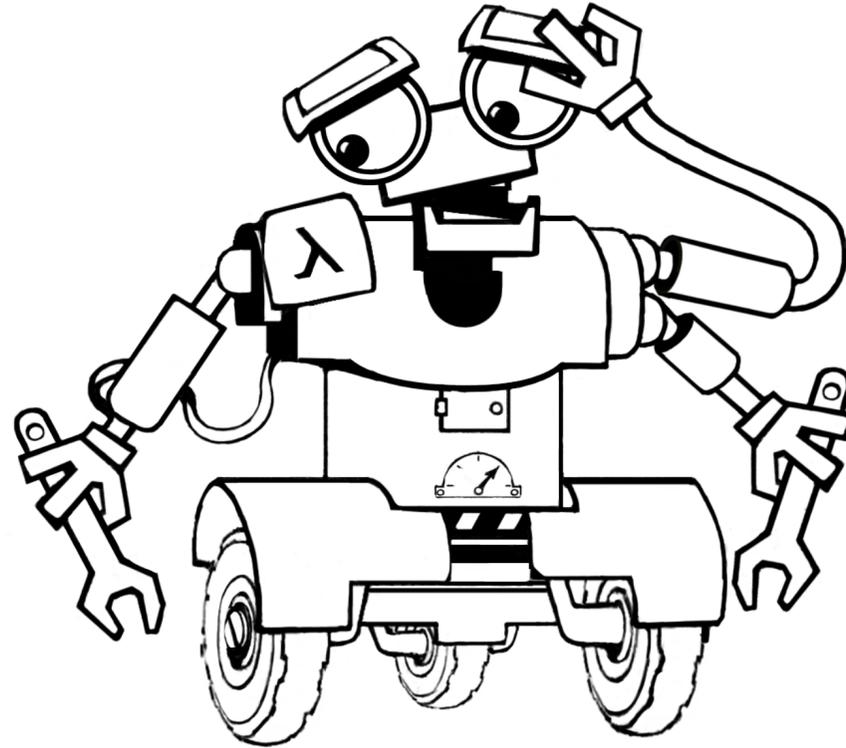
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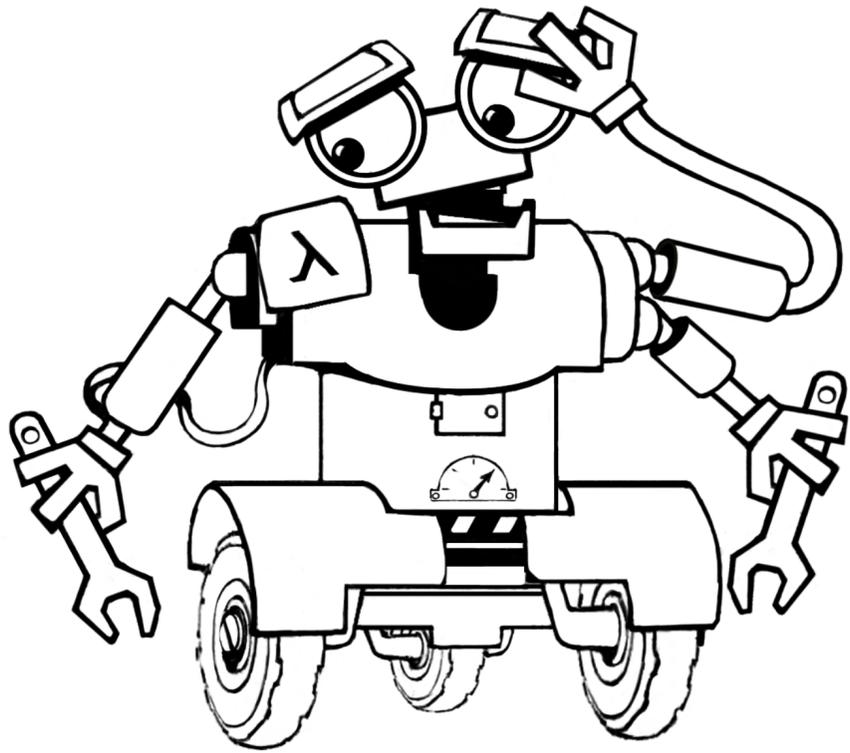


# Fast Wheels

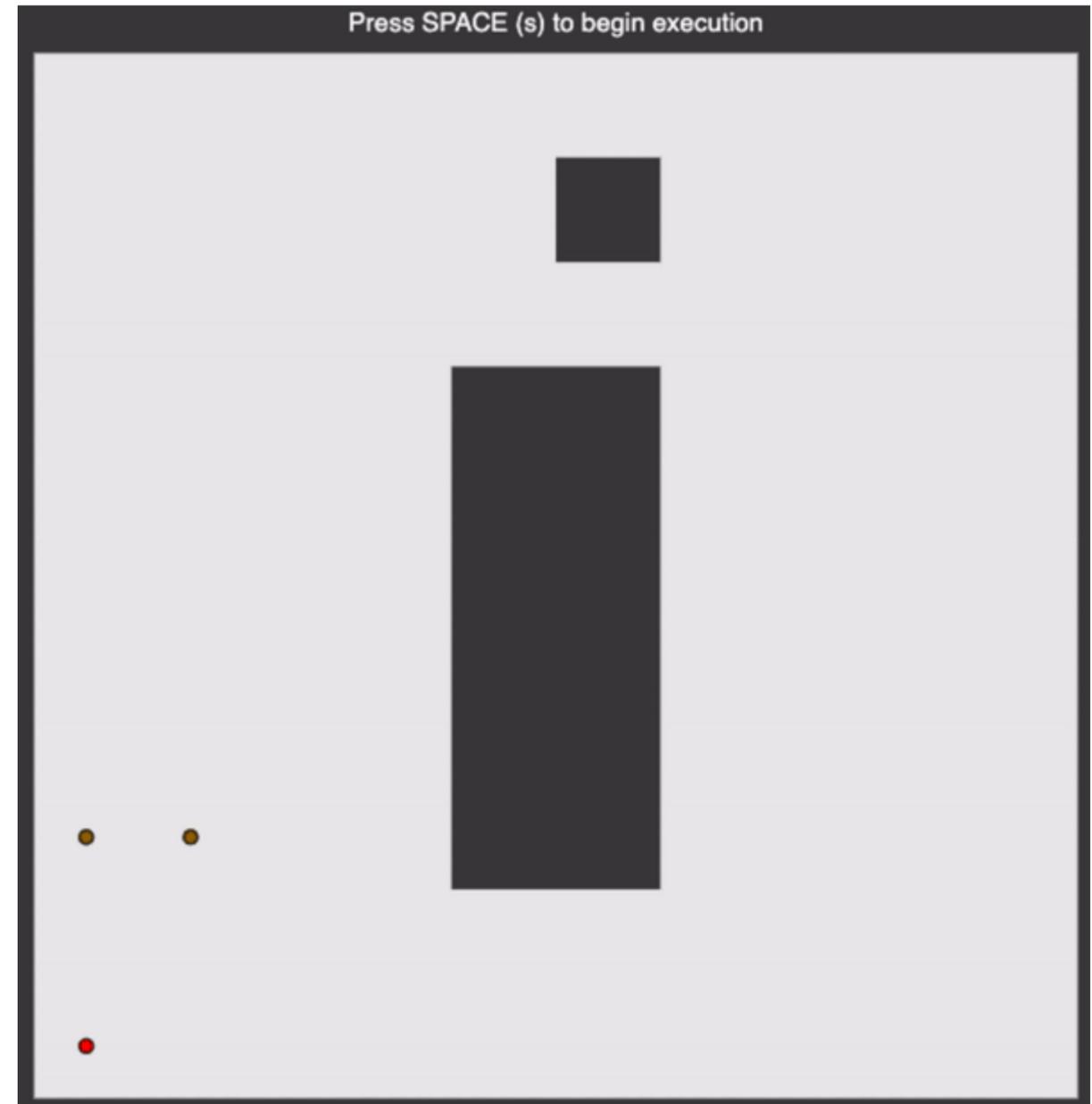


- Wrappy moves *twice as fast* when stepping in either direction
- Effect lasts for 50 time units

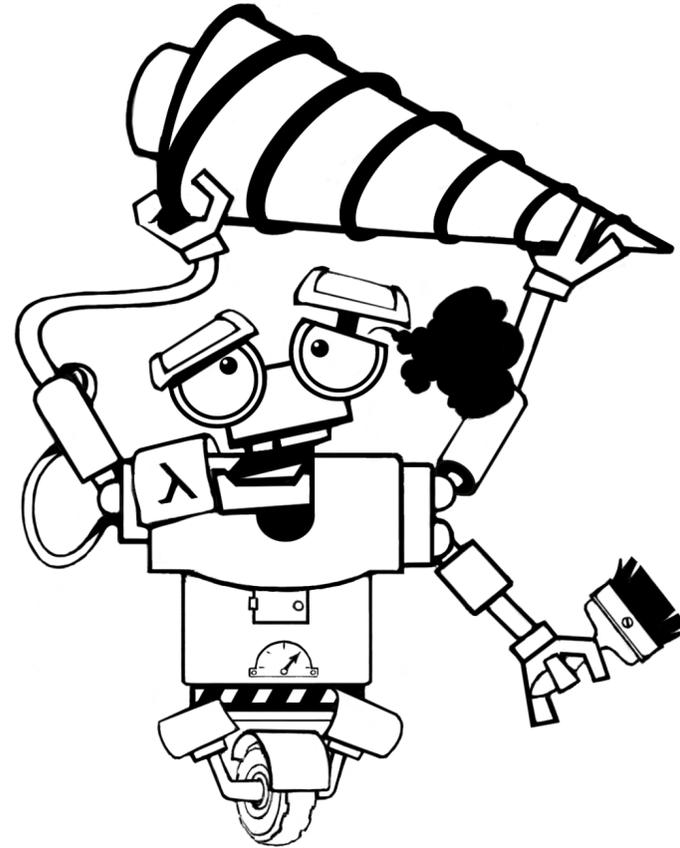
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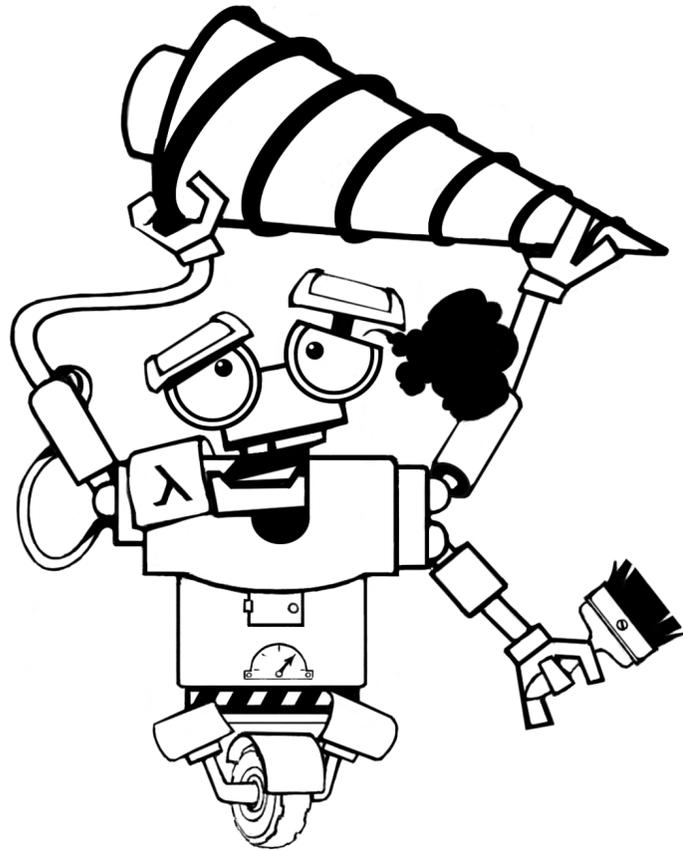


# Drill



- Wrappy can *make tunnels* in walls and obstacles
- Effect lasts for 30 time units

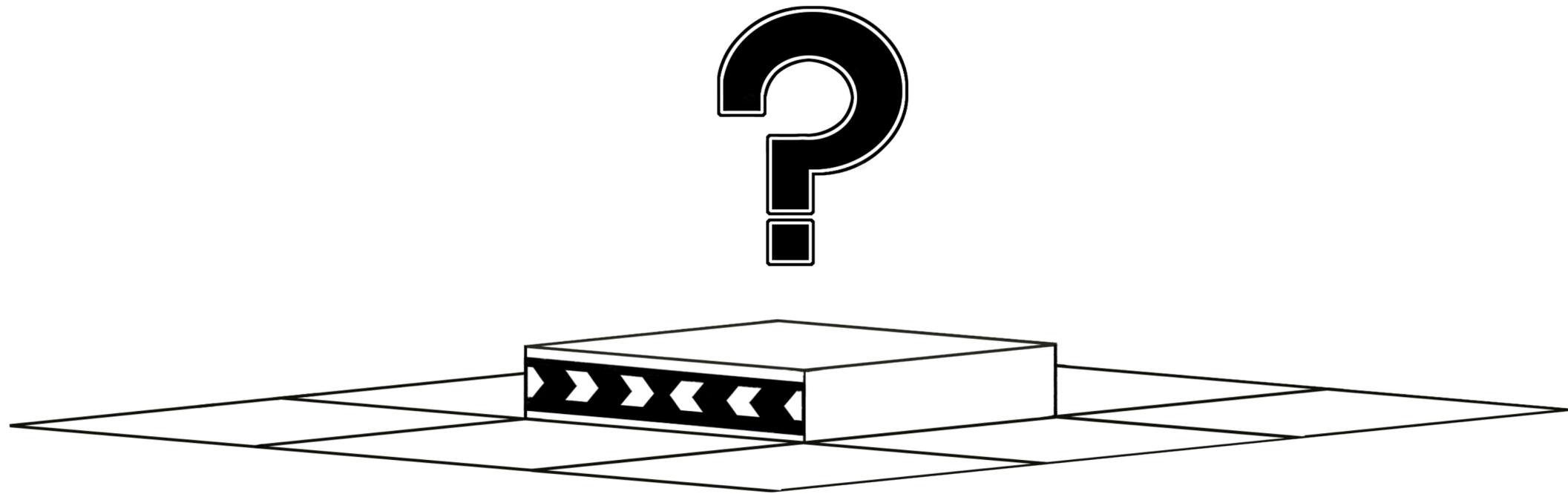
# Drill



- Wrappy can *make tunnels* in walls and obstacles
- Effect lasts for 30 time units



# Mysterious Points



- The purpose is unknown (so far)

# Initial Task

- 150 maps with boosters of different kinds
- Solution is a zip-file with Wrappy traces (text files)
- The shorter the traces, the better

$$score_{team, T} \triangleq \left[ 1000 \times \log_2 (X_T \times Y_T) \times \frac{t_{best}}{t_{team}} \right]$$

# The Maps



30 x 30



50 x 50

# The Maps



100 x 100

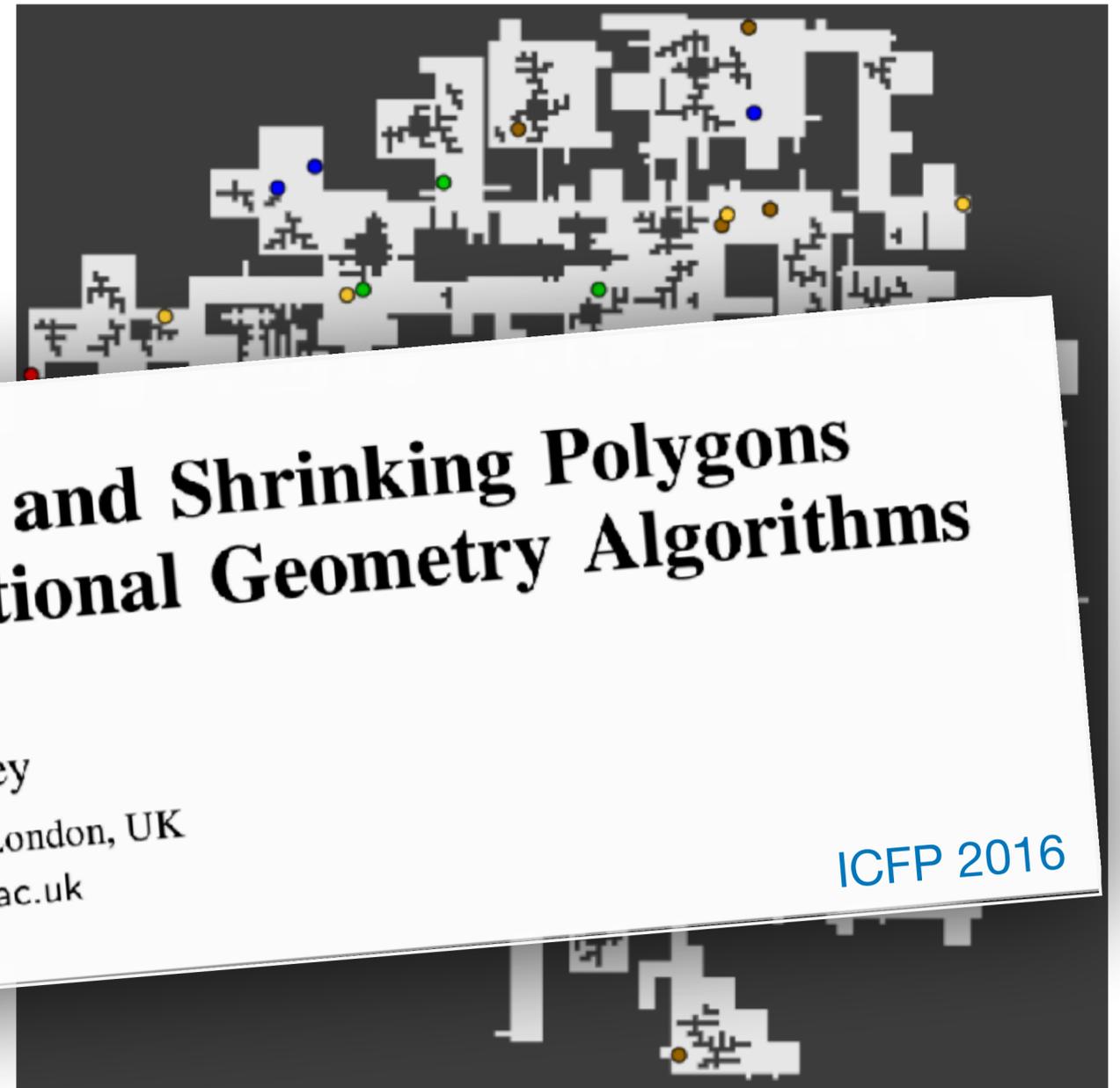


200 x 200

# The Maps



100 x 100



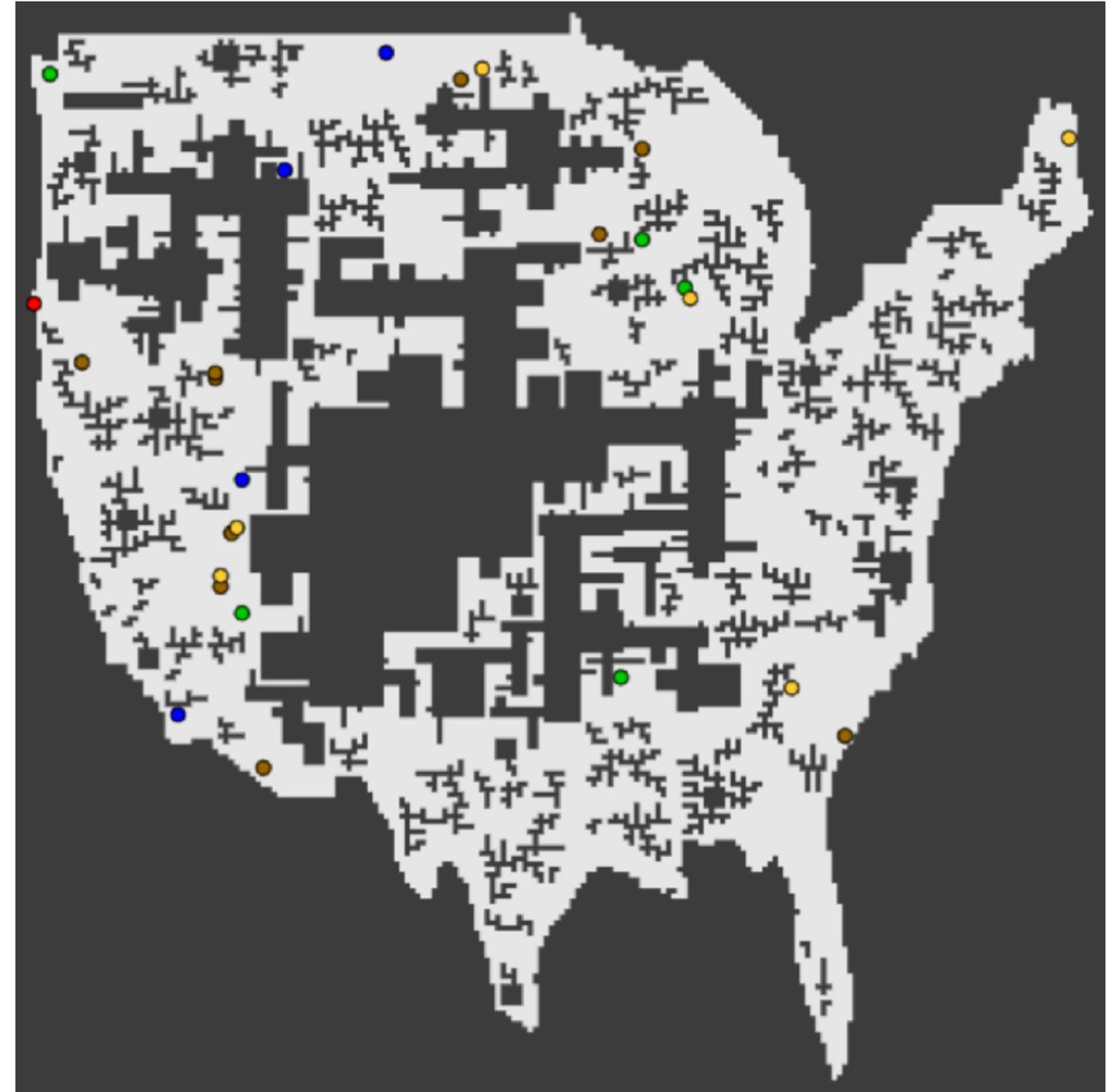
200 x 200

**Experience Report: Growing and Shrinking Polygons  
for Random Testing of Computational Geometry Algorithms**

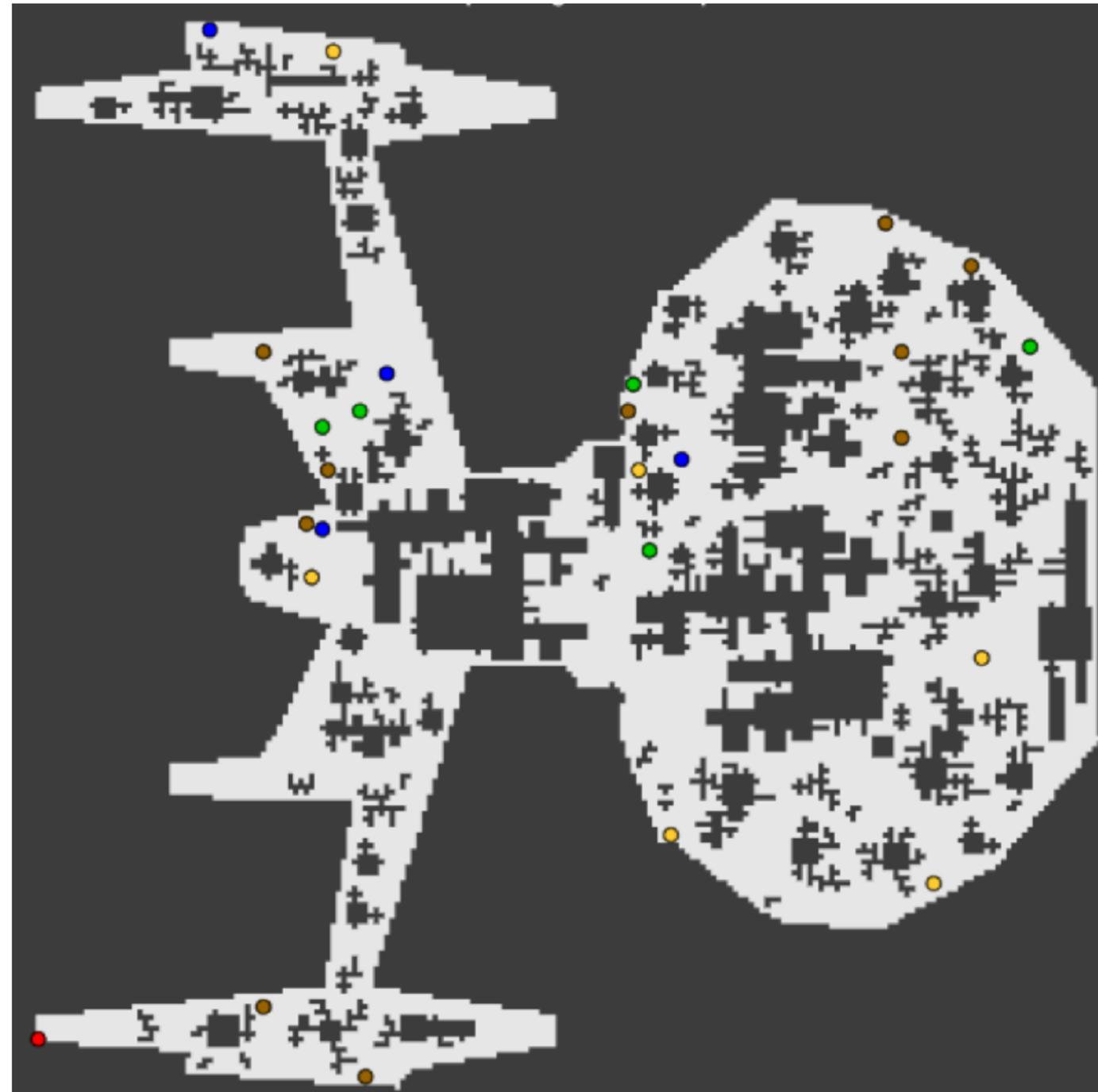
Ilya Sergey  
University College London, UK  
i.sergey@ucl.ac.uk

ICFP 2016

# More Maps



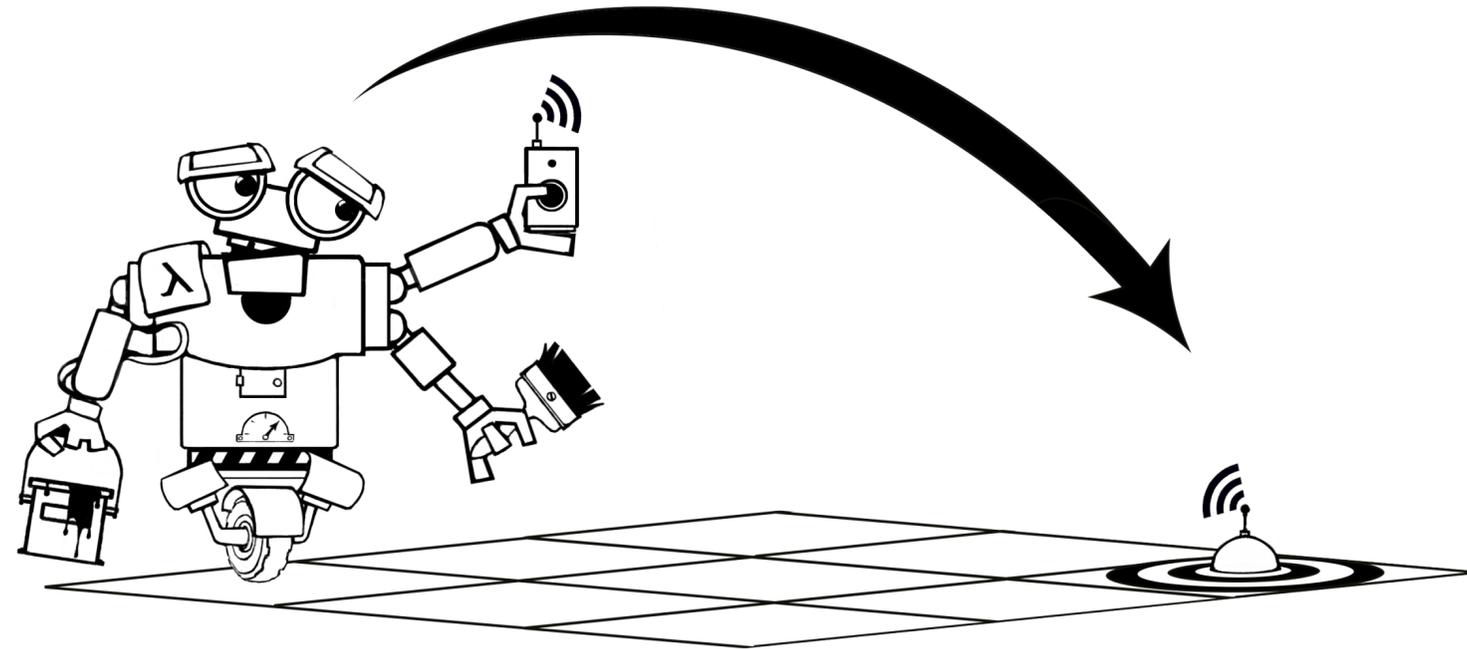
# More Maps



Extensions

# Teleports

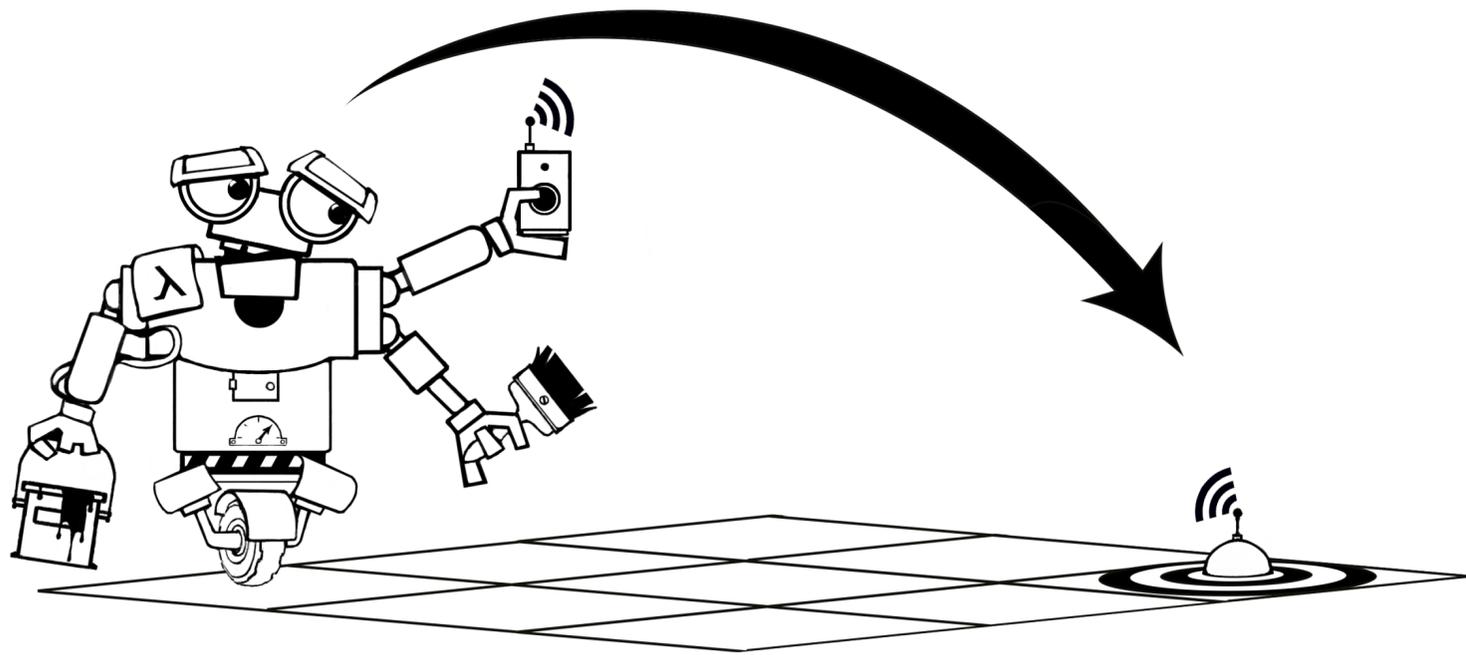
7 hours into the contest



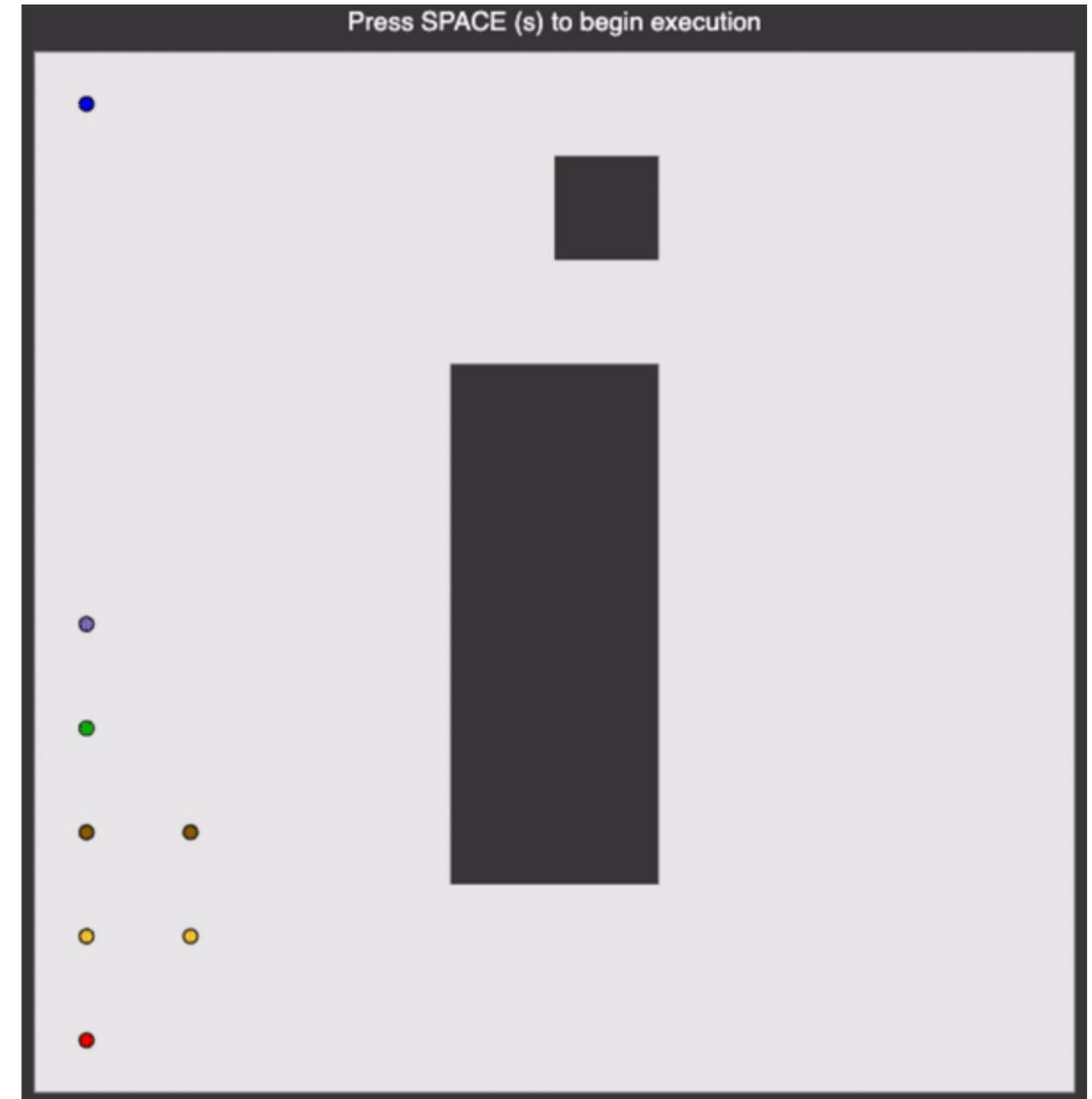
- Wrappy can set up a beacon at any non-wall location on a map
- It can *teleport to the beacon* from any point
- Can do as many teleportations as necessary

# Teleports

7 hours into the contest

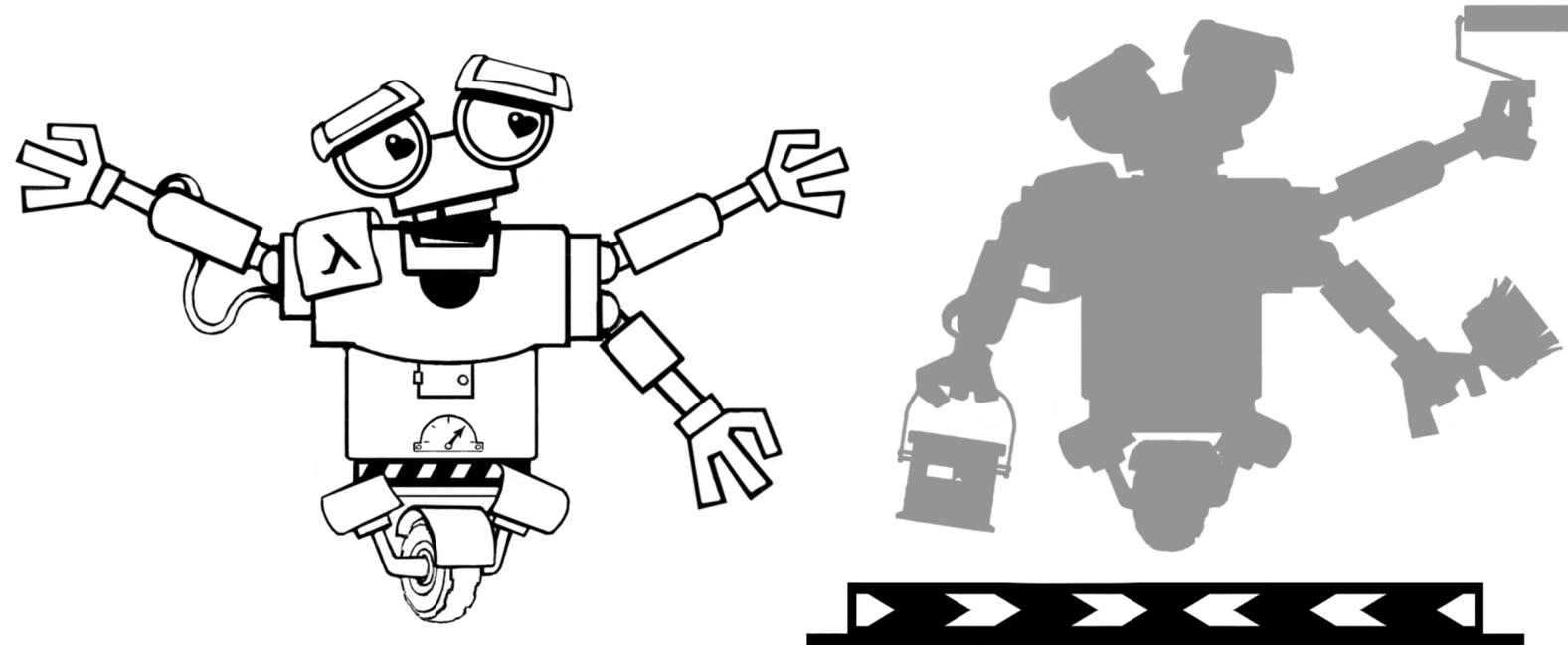


- Wrappy can set up a beacon at any non-wall location on a map
- It can *teleport to the beacon* from any point
- Can do as many teleportations as necessary



# Clones

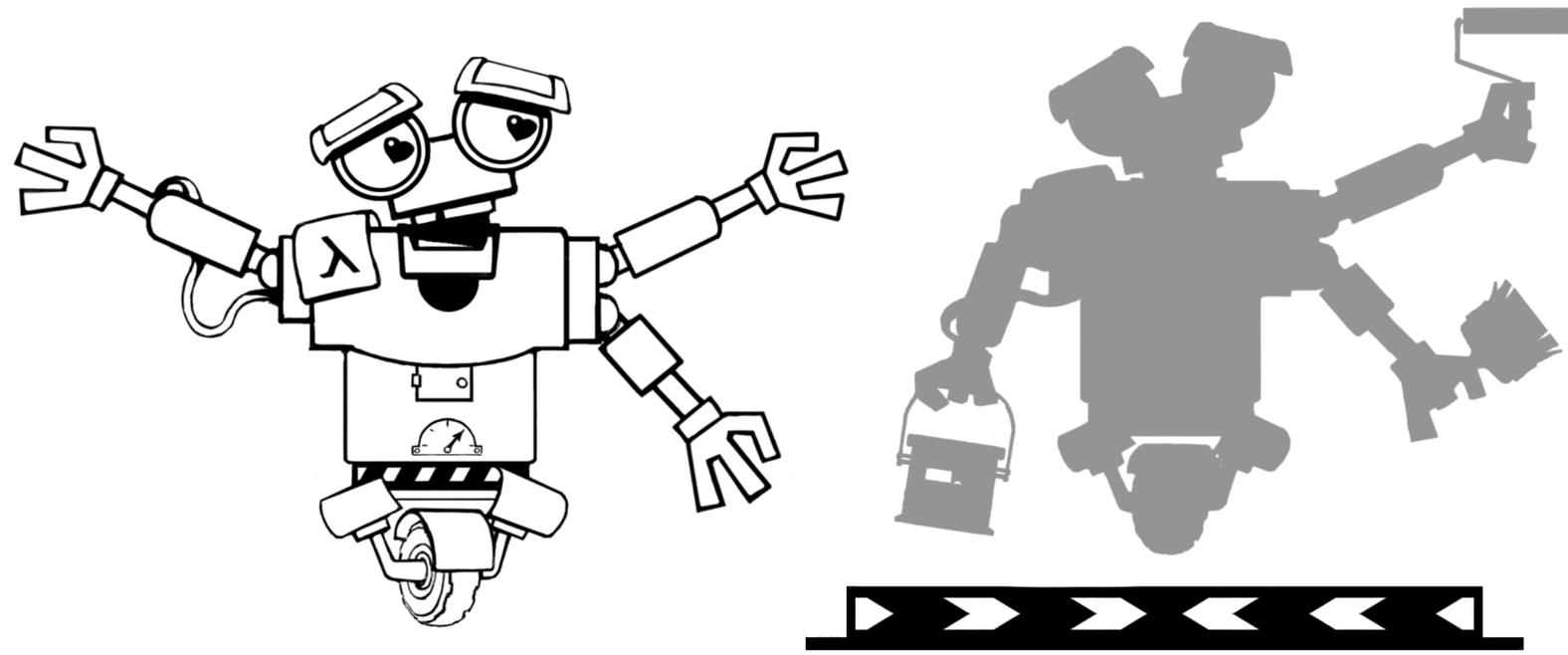
14 hours into the contest



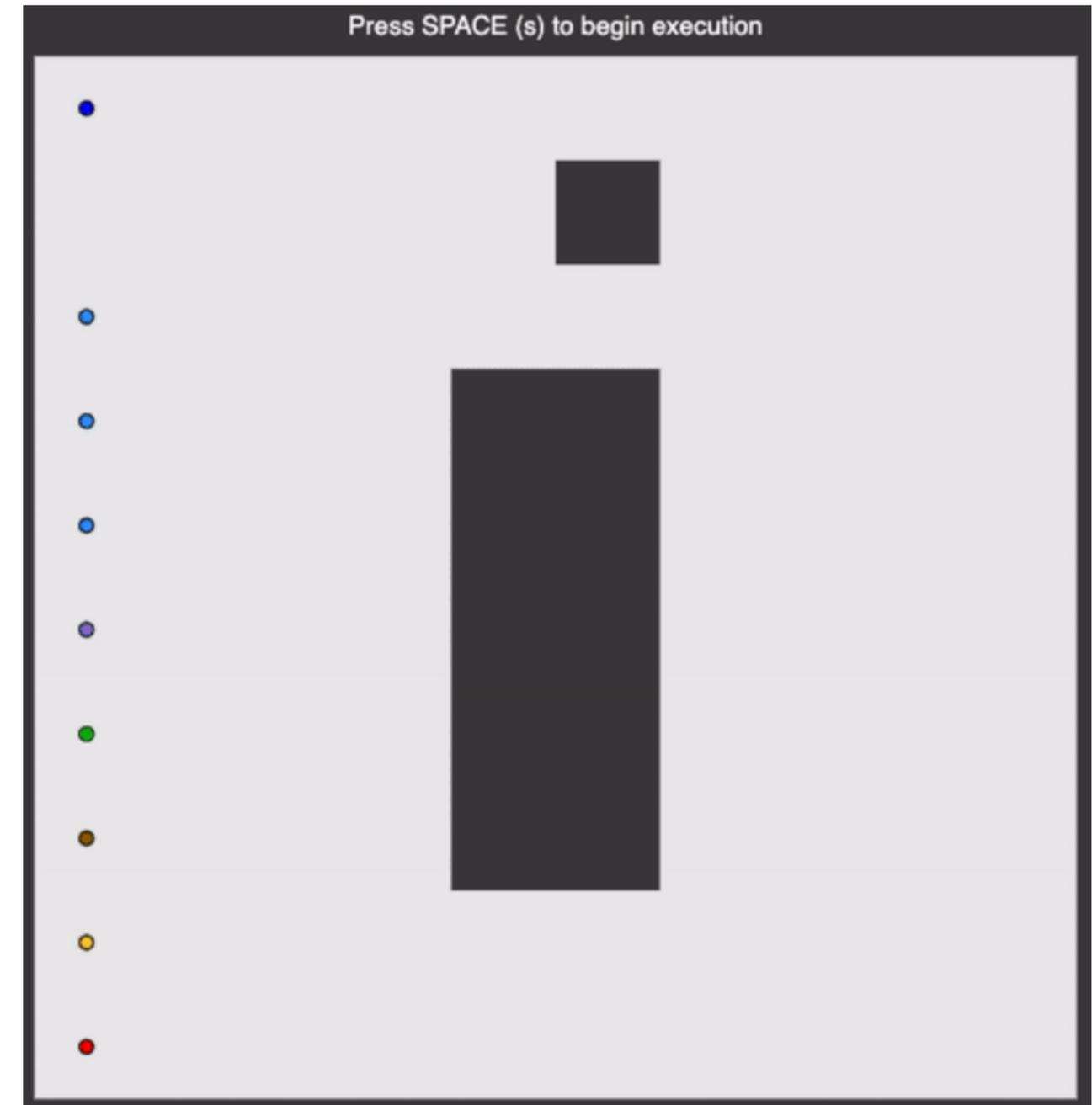
- Can create a clone at one of the “mystery points”
- Clones can do the wrapping independently
- Collected boosters are shared between all clones

# Clones

14 hours into the contest



- Can create a clone at one of the “mystery points”
- Clones can do the wrapping independently
- Collected boosters are shared between all clones



# Extended Task

- **150** maps with boosters of different kinds
- Solution is a zip-file with Wrappy traces (text files)
- The shorter the traces, the better

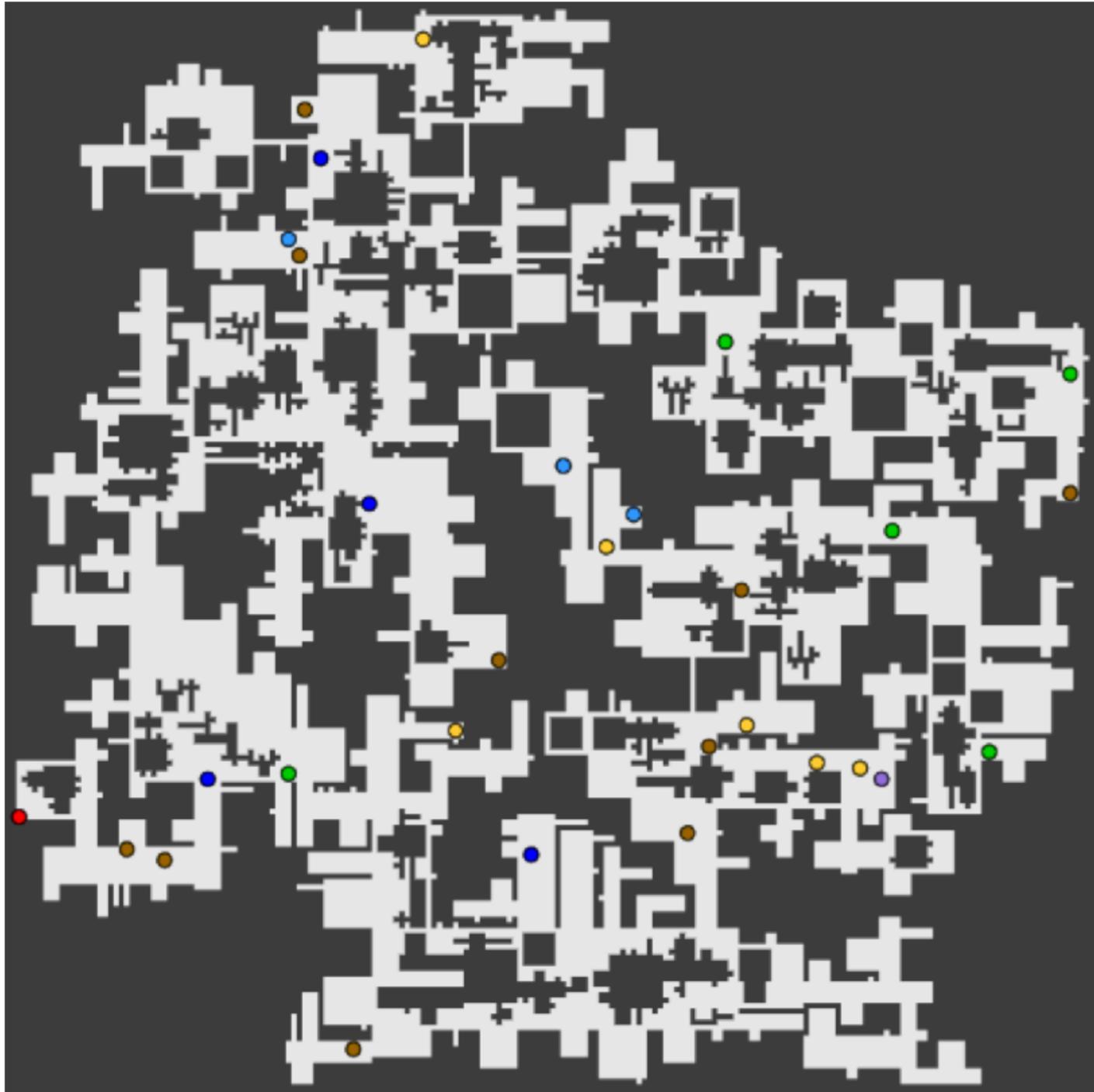
$$score_{team, T} \triangleq \left[ 1000 \times \log_2 (X_T \times Y_T) \times \frac{t_{best}}{t_{team}} \right]$$

# Extended Task

- ~~150~~ **300** maps with boosters of different kinds
- Solution is a zip-file with Wrappy traces (text files)
- The shorter the traces, the better

$$score_{team, T} \triangleq \left[ 1000 \times \log_2 (X_T \times Y_T) \times \frac{t_{best}}{t_{team}} \right]$$

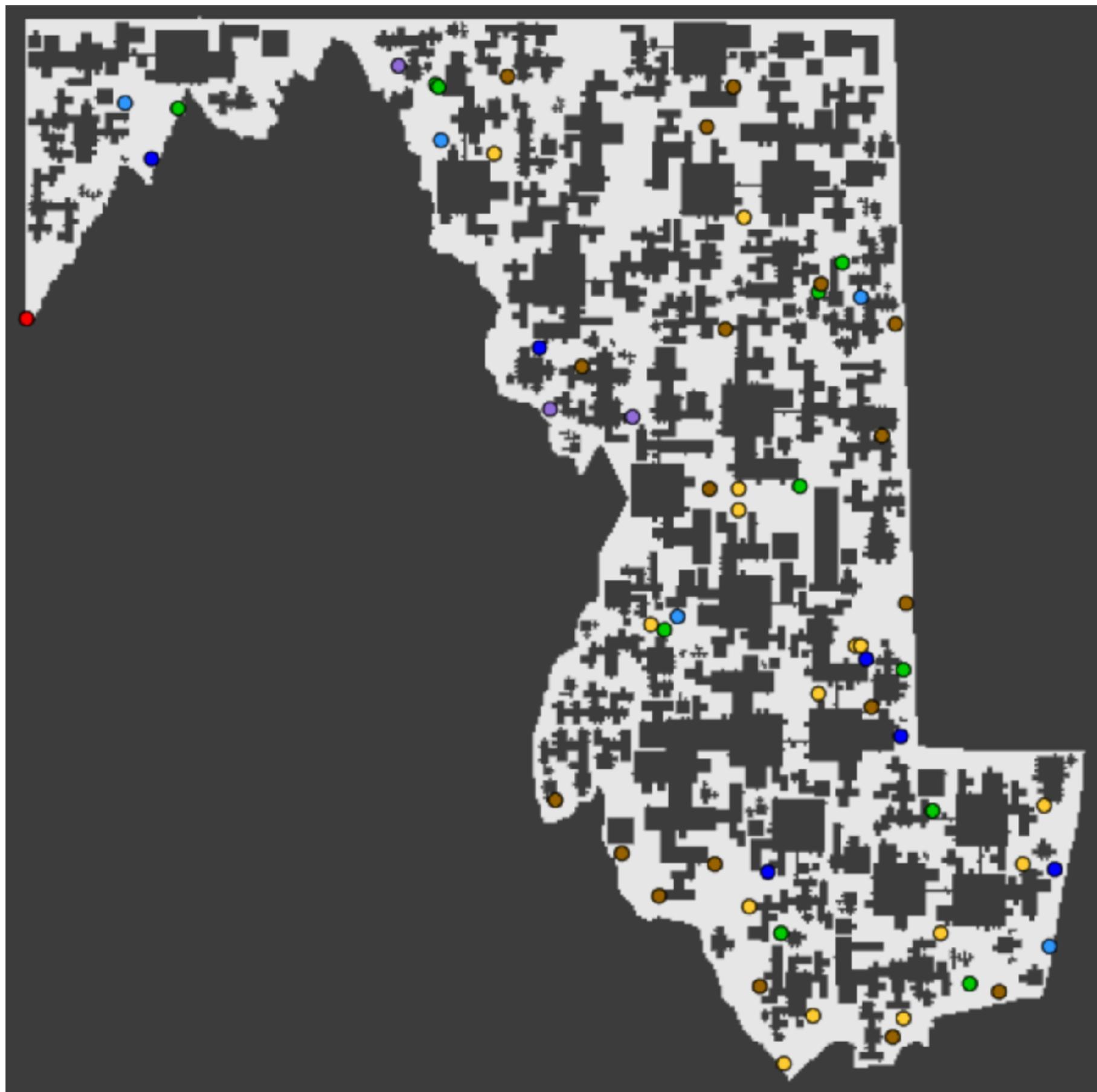
# More Maps

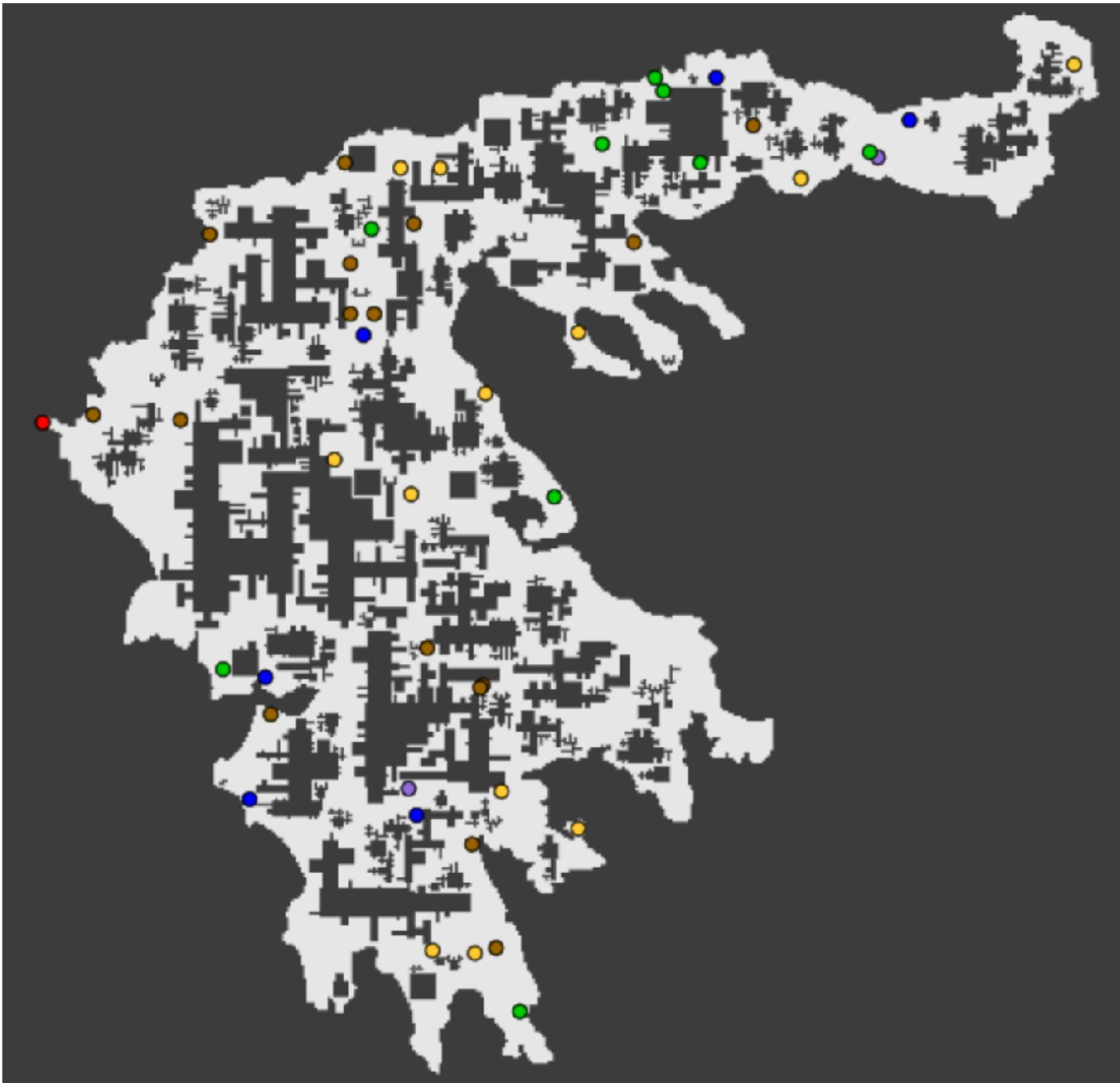


200 x 200



400 x 400







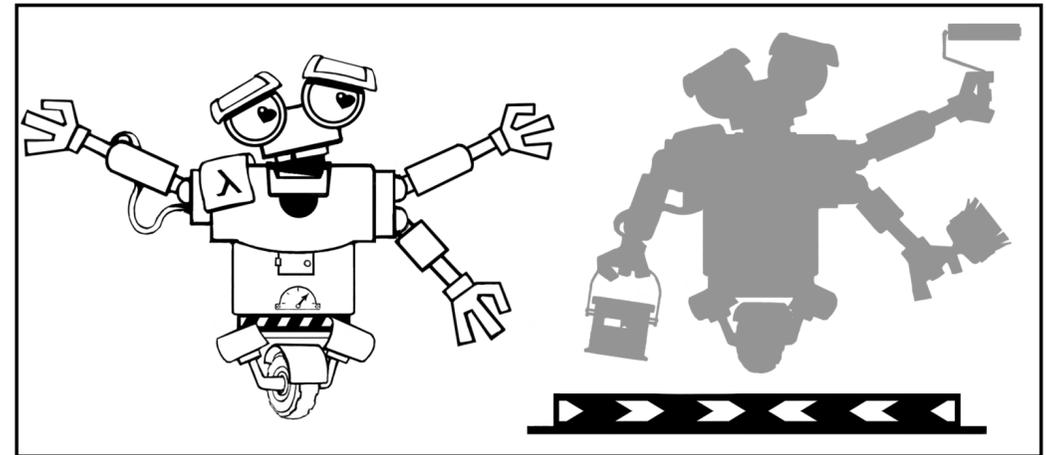
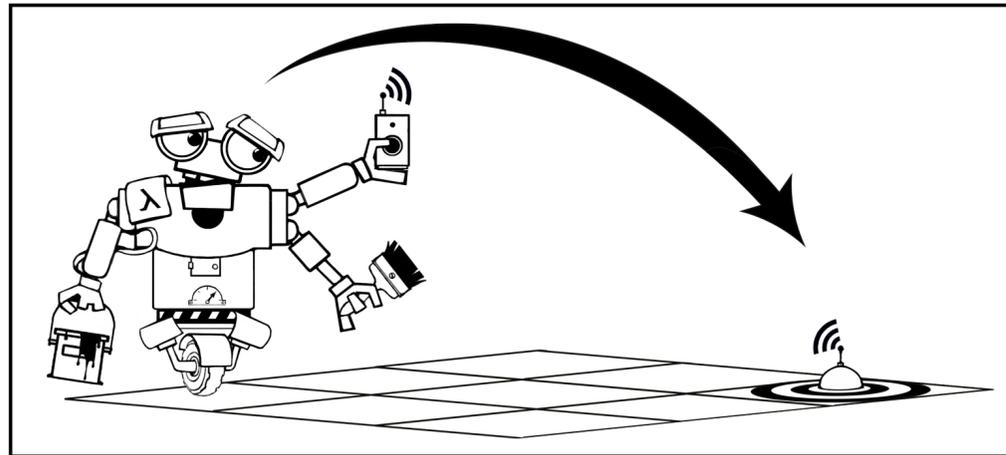
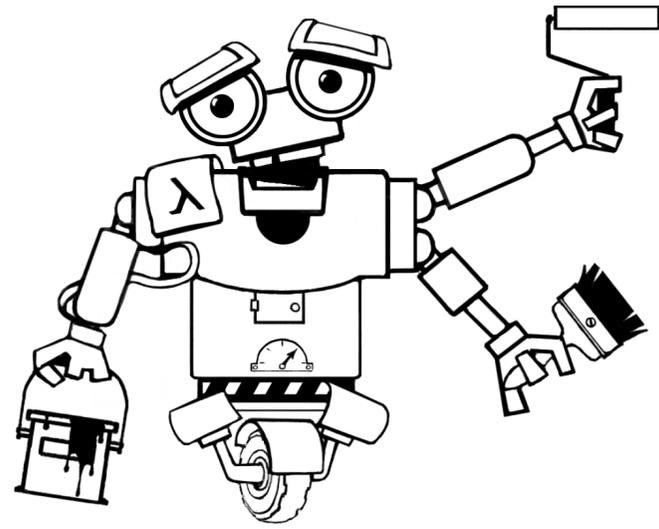
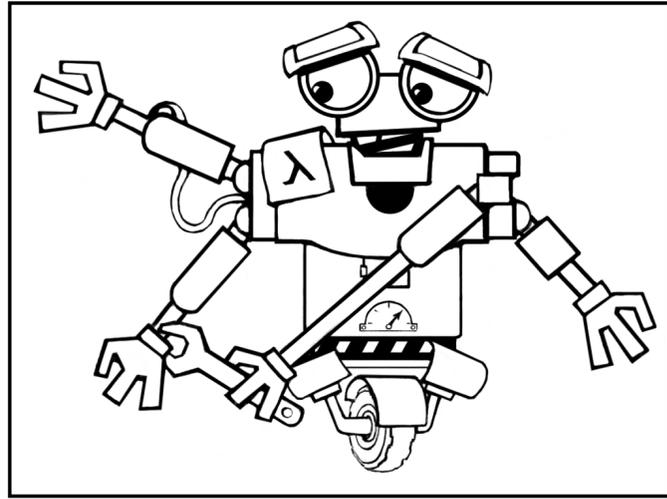
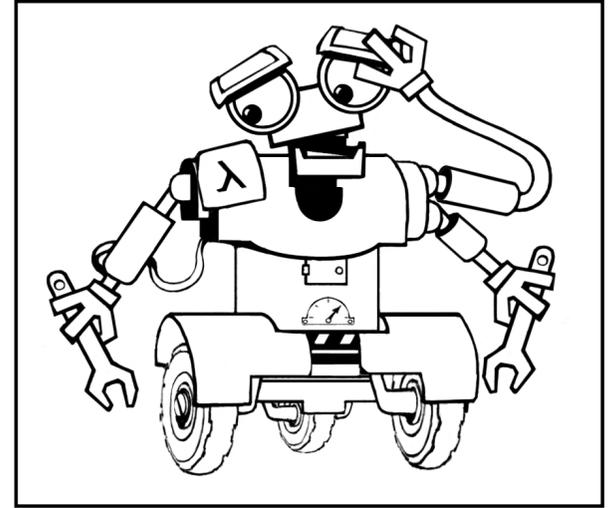
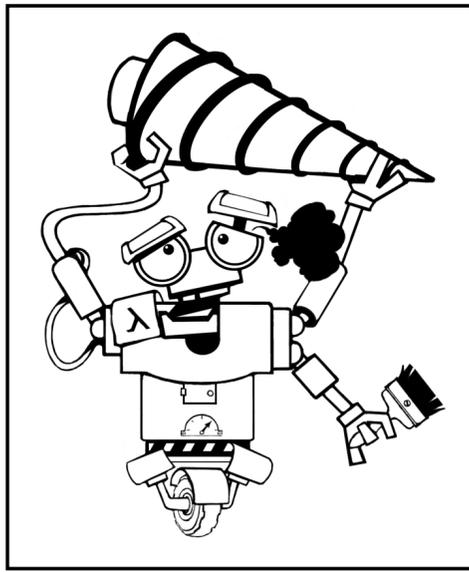
# Provided Infrastructure

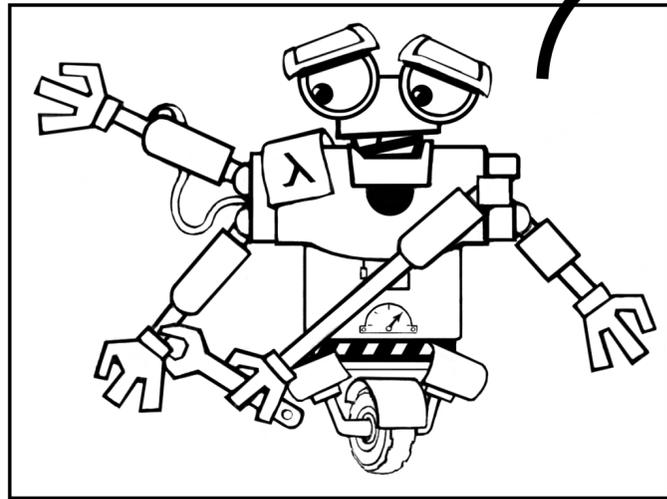
- Solution is a zip-file with Wrappy traces (text files)
- `curl -F "private_id=34fbde" \`  
`-F "file=@solutions.zip" \`  
`https://monadic-lab.org/submit`
- A JavaScript visualiser (running in the browser)
- Live Rankings (updated every five minutes)
- *A very crappy* reference solver (not released)



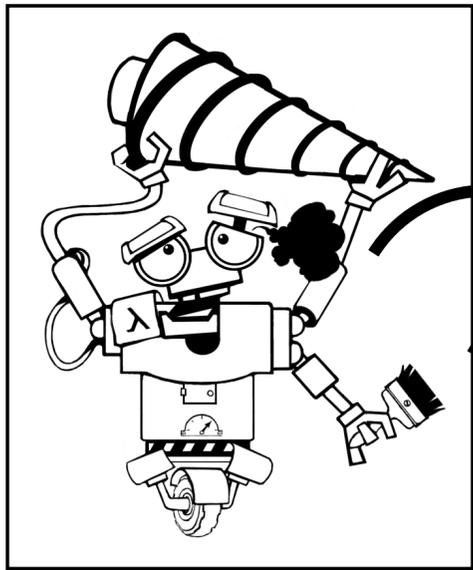
And with that we finished  
the Lightning Division...

... but what kind of  
ICFP Contest would that be  
without a *twist*?

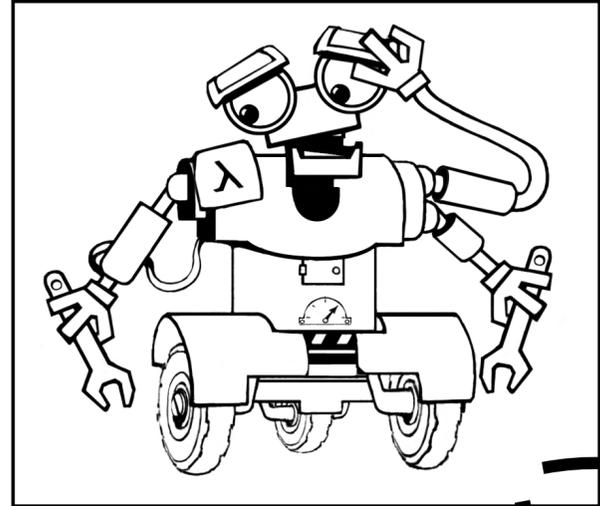




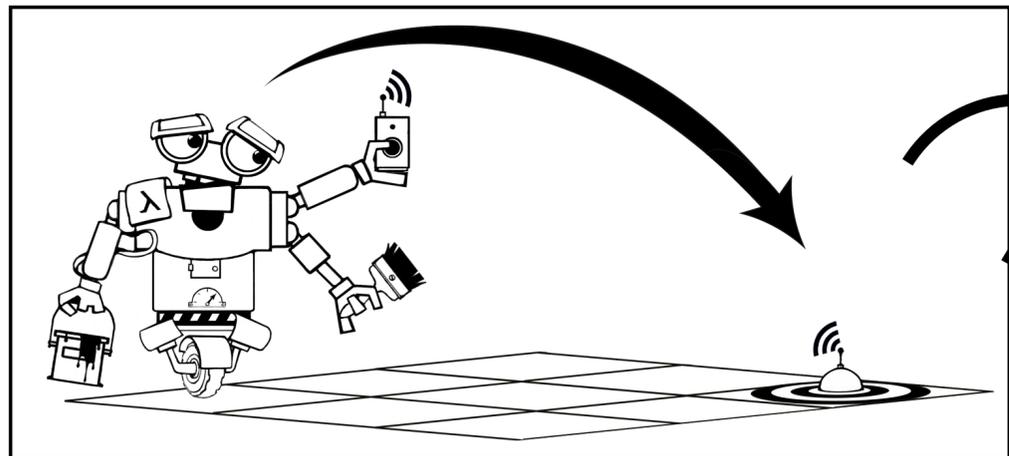
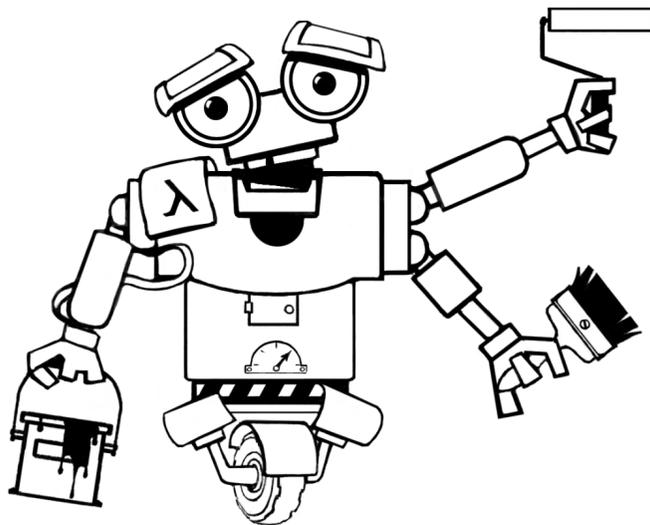
**1000**



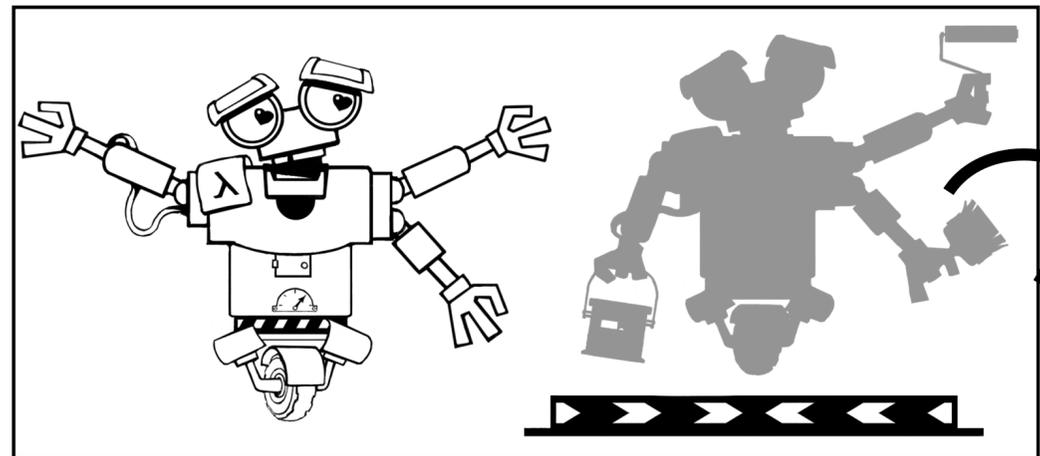
**700**



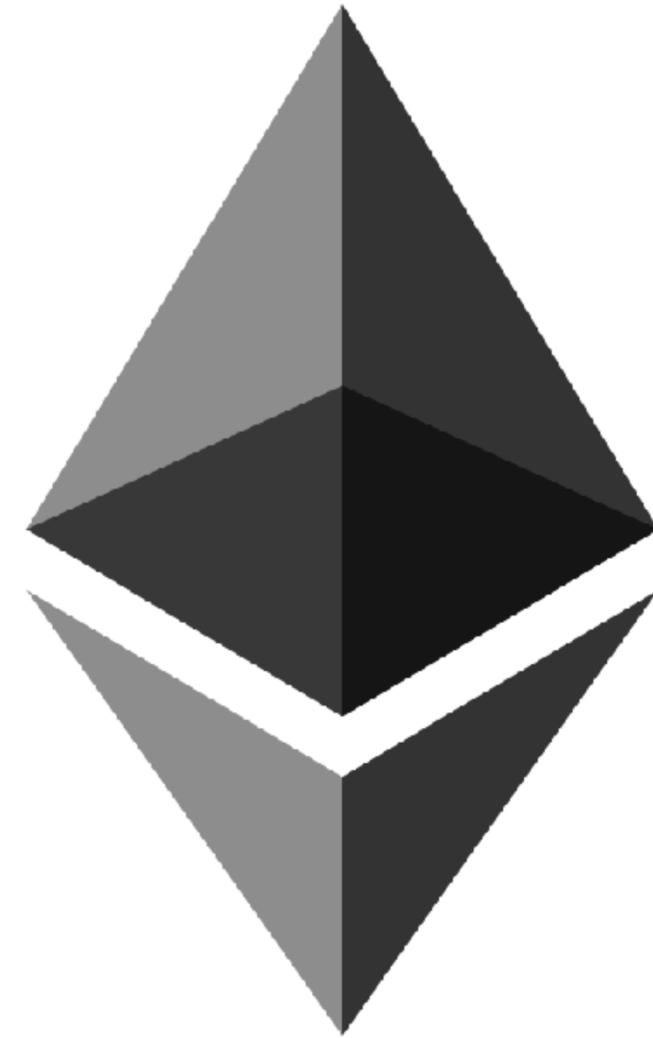
**300**



**1300**



**2000**



# Bitcoin boom may be a disaster for the environment

by Daniel Shane @CNNTech

December 7, 2017: 9:44 PM ET



Paid Content by Outbrain



Mit diesem Gerät können Deutsche... tech4-you.com

Environment

## Expanding Bitcoin use will push global warming above 2C in two decades, finds study

'Currently, the emissions from transportation, housing and food are considered the main contributors to ongoing climate change... this research illustrates that bitcoin should be added to this list'

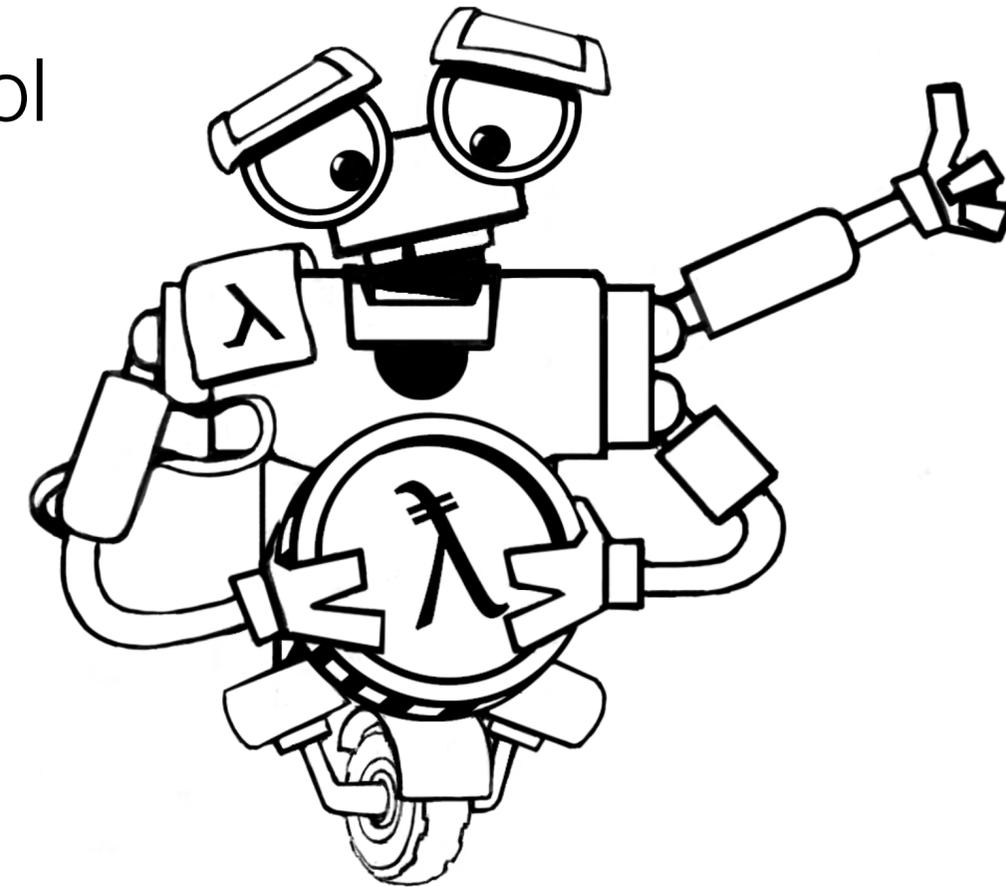
Josh Gabbatiss Science Correspondent | @josh\_gabbatiss | Monday 29 October 2018 17:36 |





# Lambda-Coin (LAM)

- Awarded for participating in the *Lambda-chain* protocol
- Lambda-chain mining is environmentally friendly
- By doing it, one helps to fight the Bit-Rot Problem
- Powered by a ***novel consensus protocol***



(Also, it's an anagram of **Monadic Lab**)

~~Proof-of-Work~~

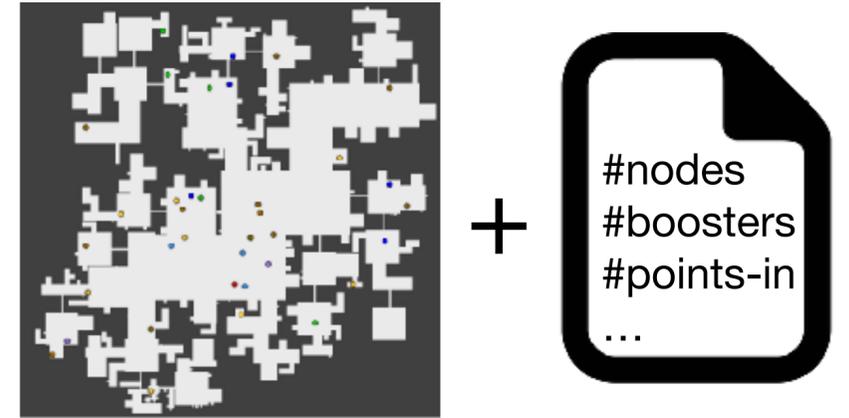
# Proof-of-Wrap

# Proof-of-Wrap in a Nutshell

- Lambda-chain is a *synchronous distributed* (in fact, not) consensus protocol

- Initially, a *genesis block* is announced. It contains:

- (1) A *map for wrapping* (similar to a task from the main contest)
- (2) A *proof-of-wrap* puzzle (new map specification)



- For the next **15 minutes**, the contest server expects solutions for the PoW block:

- (1) A *solution* for the wrapping task
- (2) A *new task (map)* satisfying *the specification in the puzzle*

- **100,000 LAM** are split between the teams with top **25 best-ranked solutions** for (1)

- A *contributed map* (2) from one of the **top 10 ranked teams** is chosen for the *next round's task* (1)

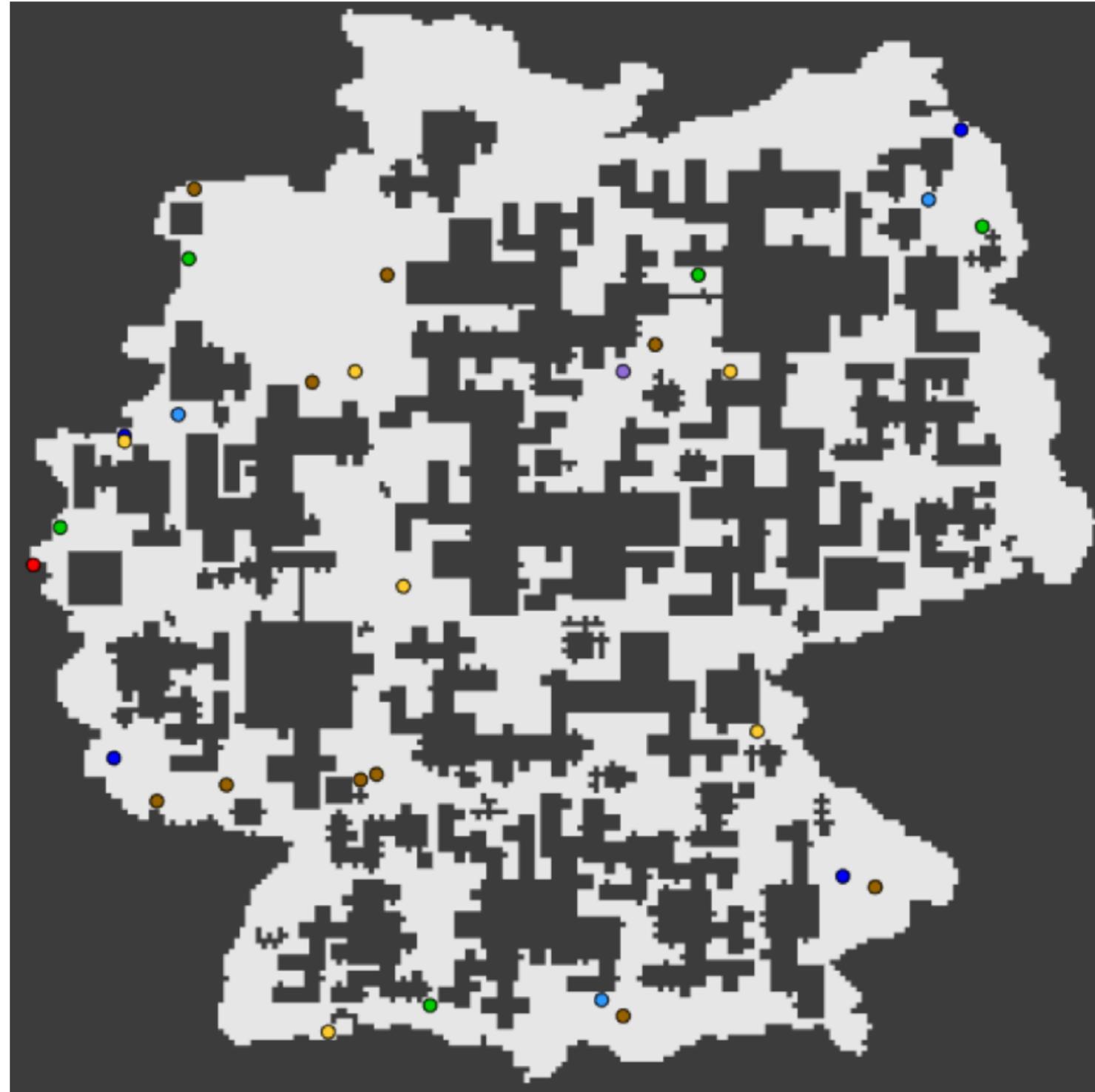
- This team is awarded additional **2,000 LAM** and is *banned* for the next round

- The cycle *repeats* with the new map and a new puzzle (generated by organisers)

# The Essence

- To get awarded LAM, one has to ***solve current block's task*** and ***propose a map for the next block's task***
- The ***block reward*** (in LAM) is ***proportional to the quality*** of the solution
- If a team's map is chosen as a task for the *next block*, ***it cannot participate*** in the next round of mining, but ***gets an extra reward***

# Genesis Block Task



# Rules for Contributed Maps

- Each block's *puzzle* **specifies parameters** for the next block map proposal:
  - Dimensions of the map
  - A distribution of boosters in the puzzle
  - A number of coordinates that should be ***within it***
  - A number of coordinates that should be ***outside of it, etc.***
- Suggested maps shouldn't be ***too sparse*** or ***too small*** (size condition)
- They also shouldn't be ***too boring*** or ***too heavy***

# Spending Lambda-coins

- A team can spend awarded LAM *on boosters*
- LAM can be spent *multiple times* in resubmissions
- Alternatively, LAM can be exchanged to score points in the ration **1 to 1**

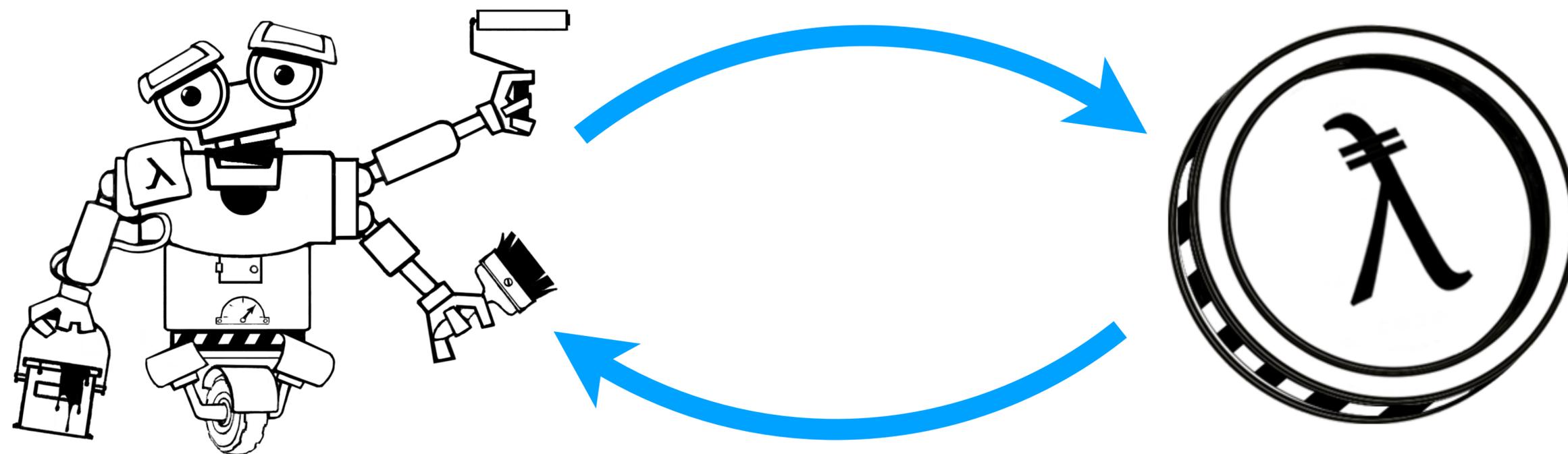
Item	Price (LAM)
Manipulator	1000
Fast Wheels	300
Drill	700
Teleport	1200
Cloning	2000

# Provided Infrastructure for Lambda-coin Mining

- A Python ***script to submit*** block solutions
- Command-line block explorer
- ***Real-time monitoring*** of submitted solution
- Rankings with and without ***unspent*** LAM

	<b>name</b>	<b>score</b>	<b>score + unspent LAM</b>
<b>16</b>	The Cat is #1!!	2334891	2335100
<b>17</b>	ichyo	2319876	2322233
<b>18</b>	DiamondPrincess	2300430	2319705
<b>19</b>	Perpetuum Mobile	1885547	2232582
<b>20</b>	fixstars	2218166	2223636
<b>21</b>	Raging Mushrooms	2159898	2161733
<b>22</b>	The Blind Hen	2138429	2152304
<b>23</b>	sanma	1827367	2146124
<b>24</b>	NYCZRHTYO	2123639	2124146
<b>25</b>	#31	2096000	2096224
<b>26</b>	tomerrun	2016604	2016604
<b>27</b>	cw	1983697	1983723

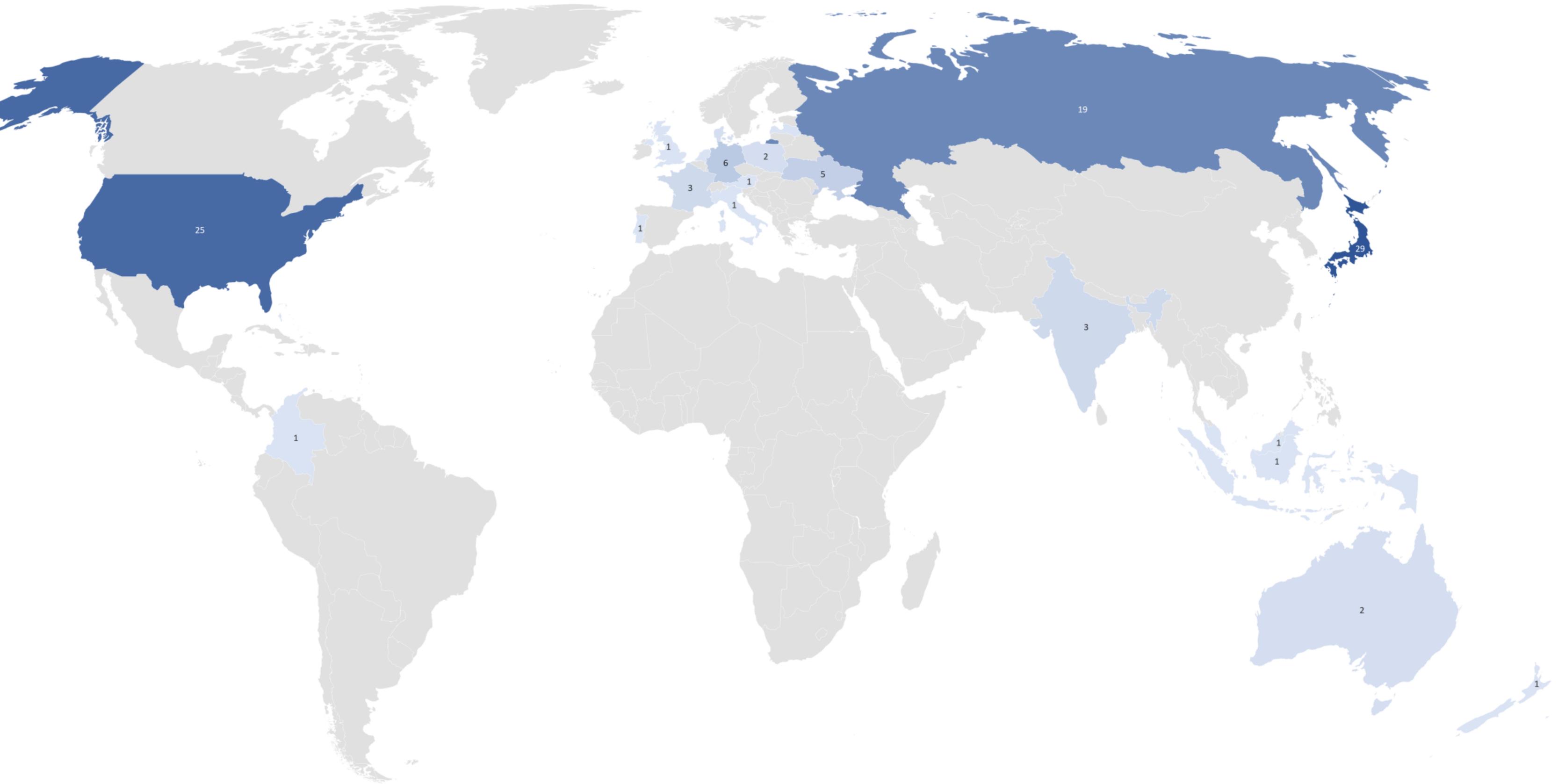
# The Contest



# Statistics

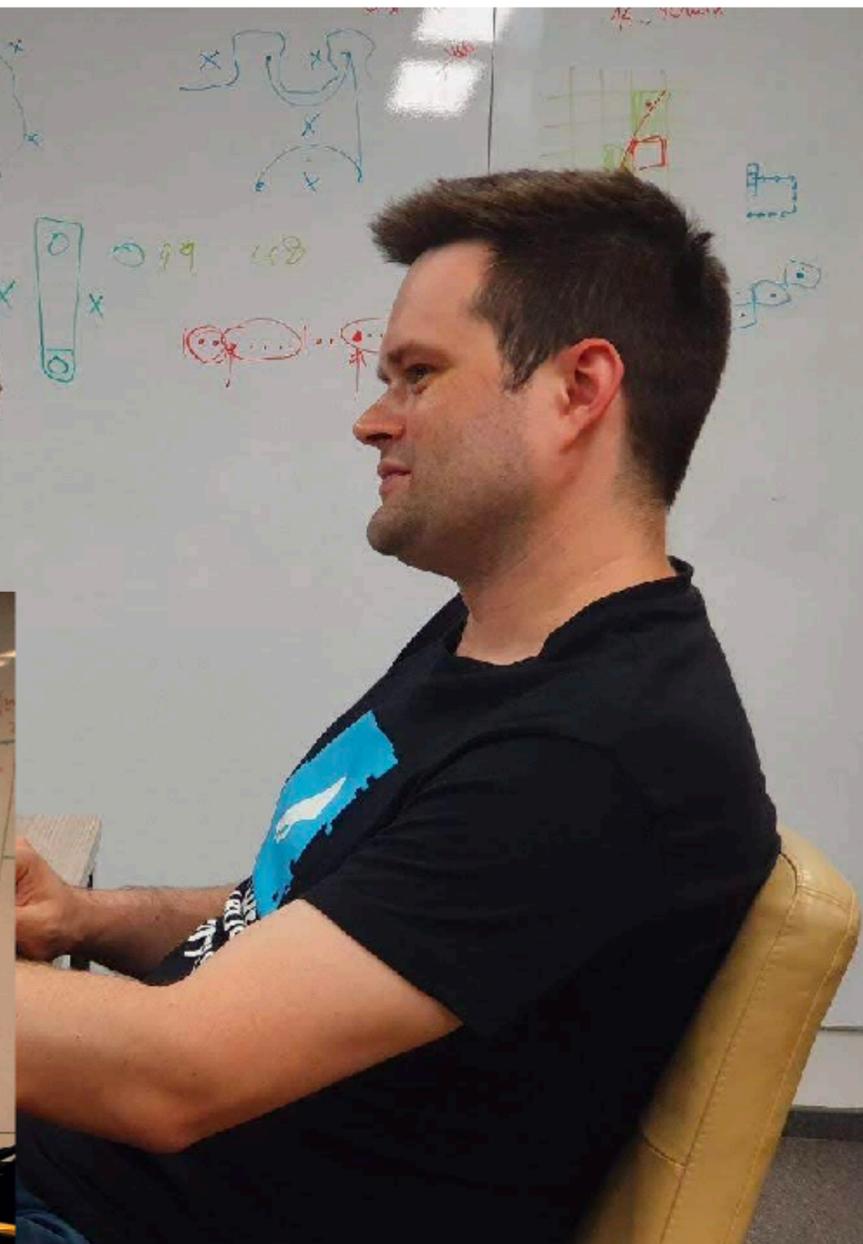
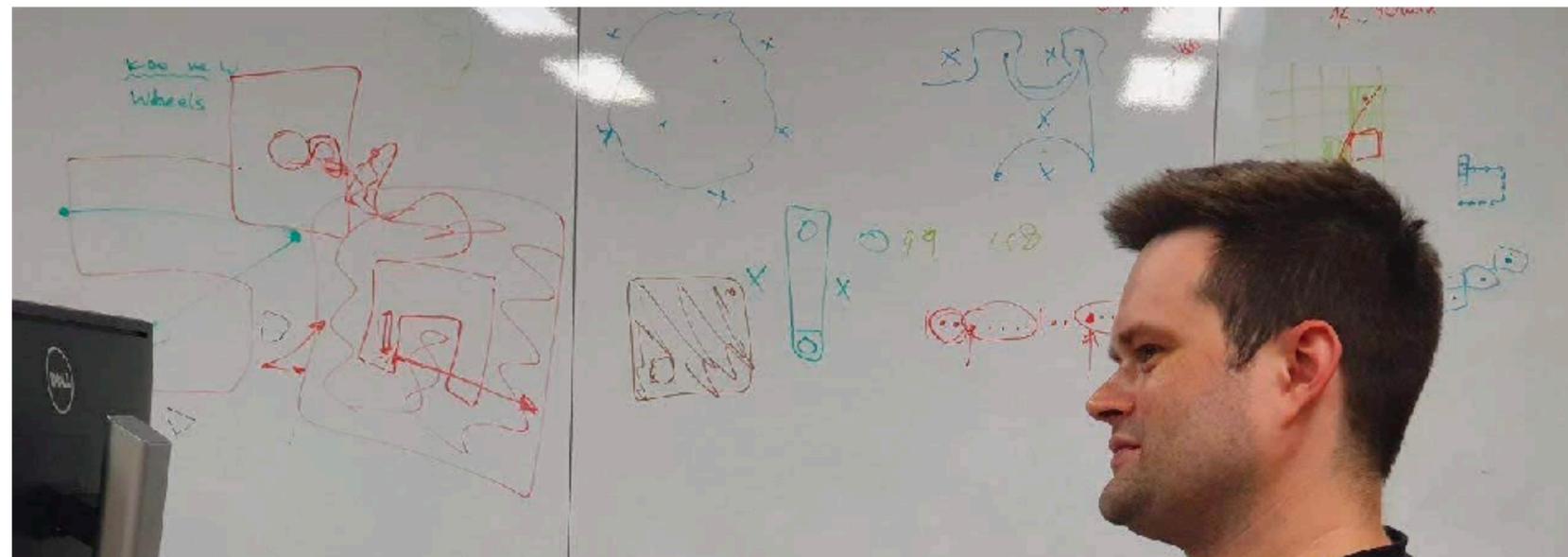
Regular Contest

- **194** registered teams
- **105** complete profiles
- Lightning division
  - **774** submissions
  - **106** final submissions with non-zero scores
- Main contest
  - **2745** submissions
  - **142** final submissions with non-zero scores
- CPU time spent grading: **25h 27m**
- Average grading time: **33.37 sec**



# Countries (as in Profiles)

Japan	29	Switzerland	1
USA	25	Colombia	1
Russia	19	United Kingdom	1
Germany	6	Indonesia	1
Ukraine	5	Iceland	1
France	3	Italy	1
India	3	Latvia	1
Australia	2	Malaysia	1
Denmark	2	The Netherlands	1
Poland	2	New Zealand	1
Austria	1	Portugal	1
Bahamas	1	Singapore	1
Canada	1	No Info	6



Pictures: team [tech.kontur.ru](http://tech.kontur.ru)



Picture credit: **Niki Vazou**



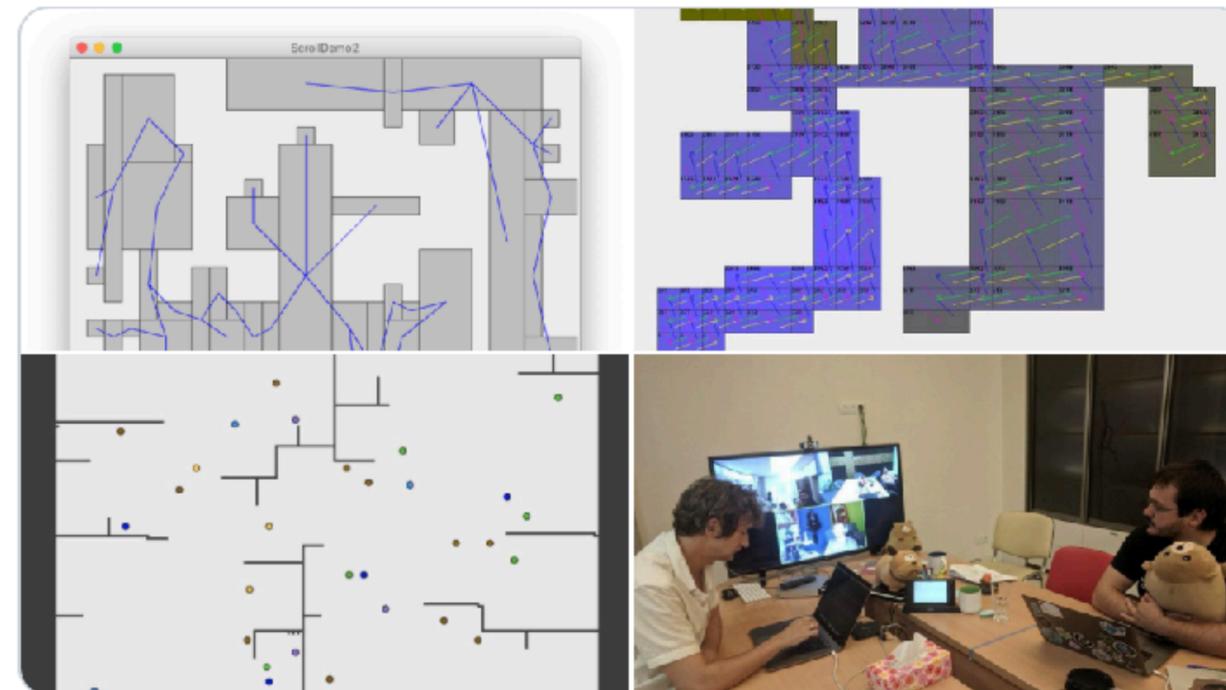
Paul Taykalo  
@TT\_Kilew

Судя по результатам, нам нельзя давать программировать робота пылесоса :) Но весело, конечно :) Намайнили кучу Lambda Coins - хватит и детям.

Команда 10 GOTO 10 прощается с вами до следующего  
[#icfpcontest2019](#)

Translated from Russian by Google

Judging by the results, we should not be allowed to program a robot cleaner :) But fun of course :) Have mined a bunch of Lambda Coins - enough for the kids. Team 10 GOTO 10 says goodbye to you until the next [#icfpcontest2019](#)





kinaba  
@kinaba



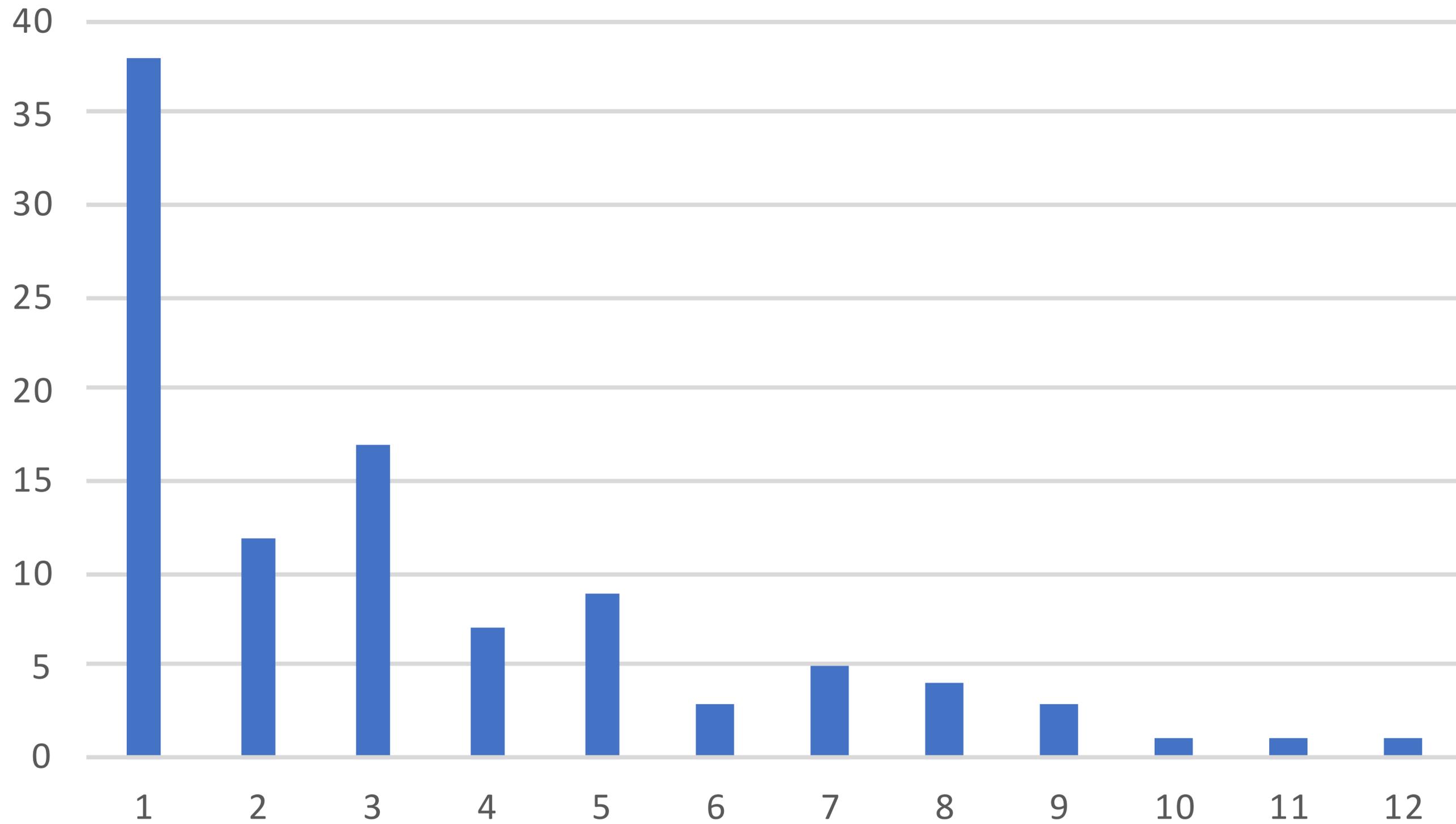
毎年恒例、ICFP programming  
contest chair 人の論文を読み漁る  
タイムが始まる [ilyasergey.net](http://ilyasergey.net)

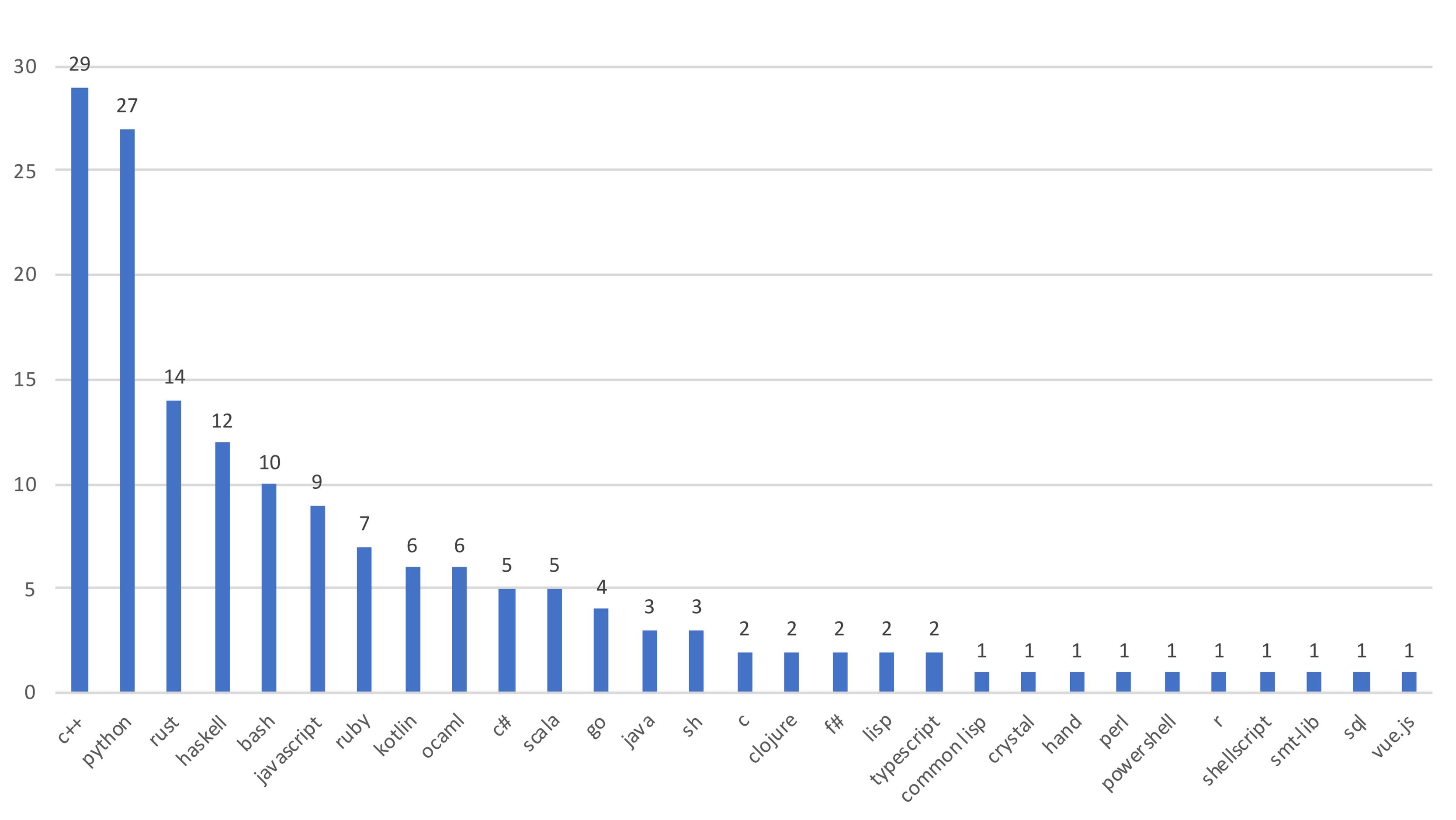
Translated from Japanese by [Google](#)

Annually, the time to read and collect articles  
from ICFP programming contest chair starts

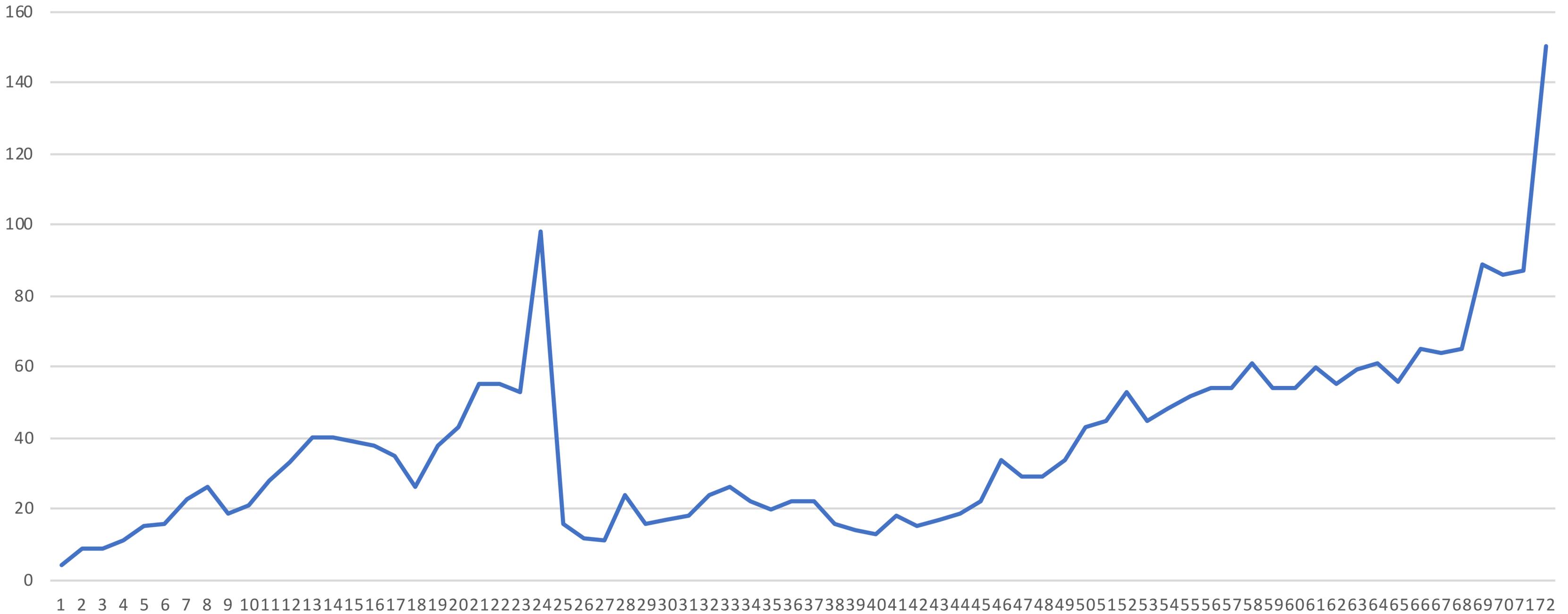
22:58 · 20/06/2019 · [Twitter for Android](#)

# Teams with N members





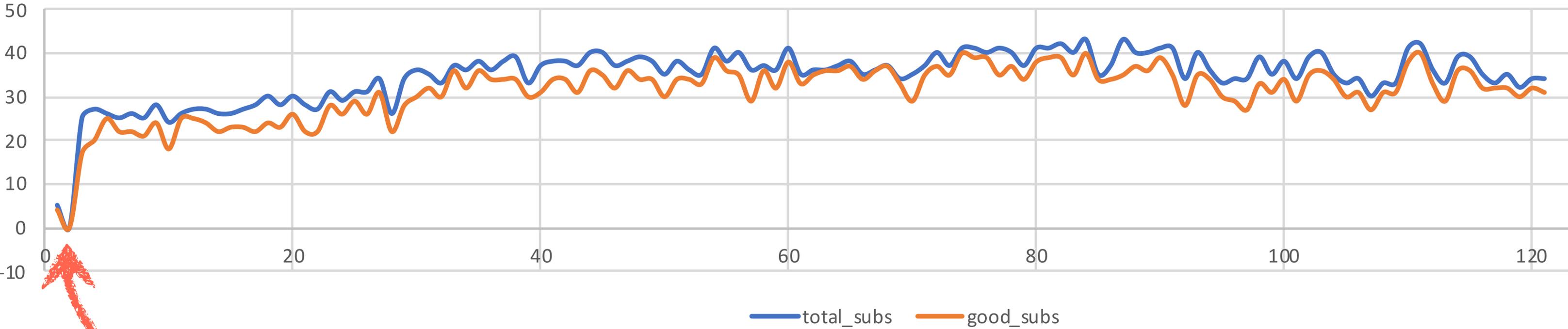
# Submissions per hour of the contest



# Lambda-chain Statistics

- **31** hour of mining
- **4177** puzzle solutions submitted
- **3769** of them are *valid* (90.23%)
- **121** block mined
- **12,136,480** LAM awarded

Block submissions for each block

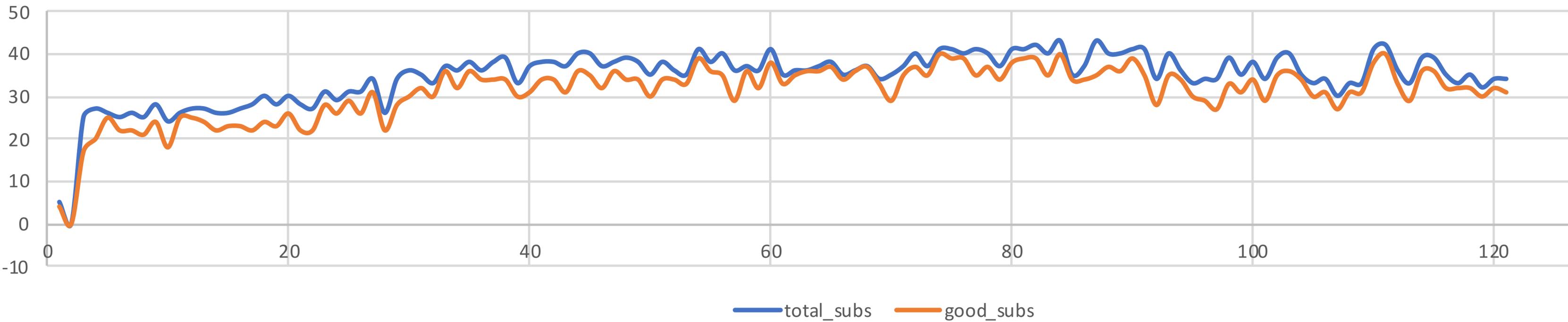


Slow adoption:  
had to postpone mining for 10 hours

# Brave Early Adopters

- Unagi
- All your lambda are belong to us
- Sound! TypeSystem
- 1kg cheese

Block submissions for each block



Contributed Task Maps:

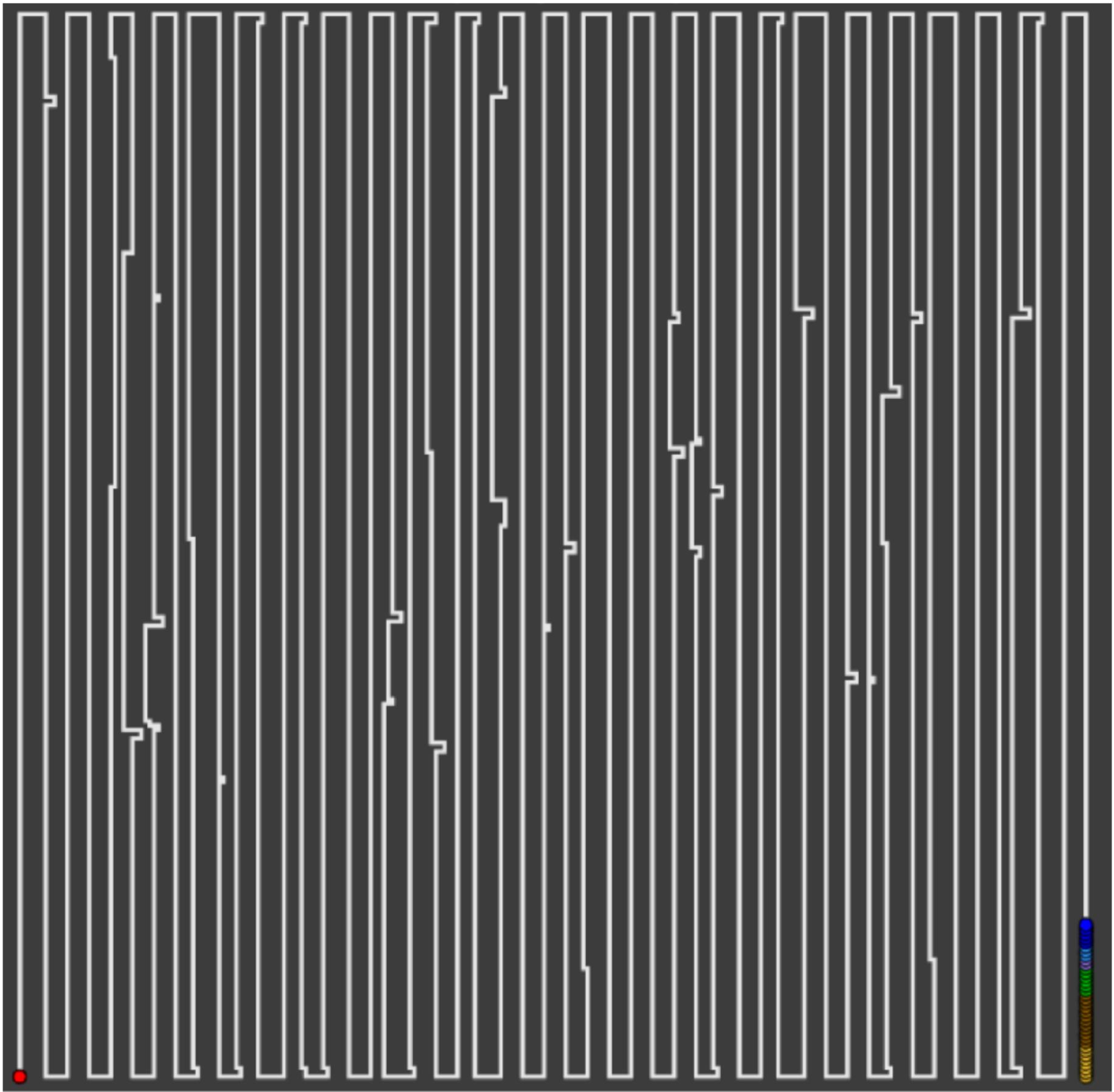
Expectations vs Reality



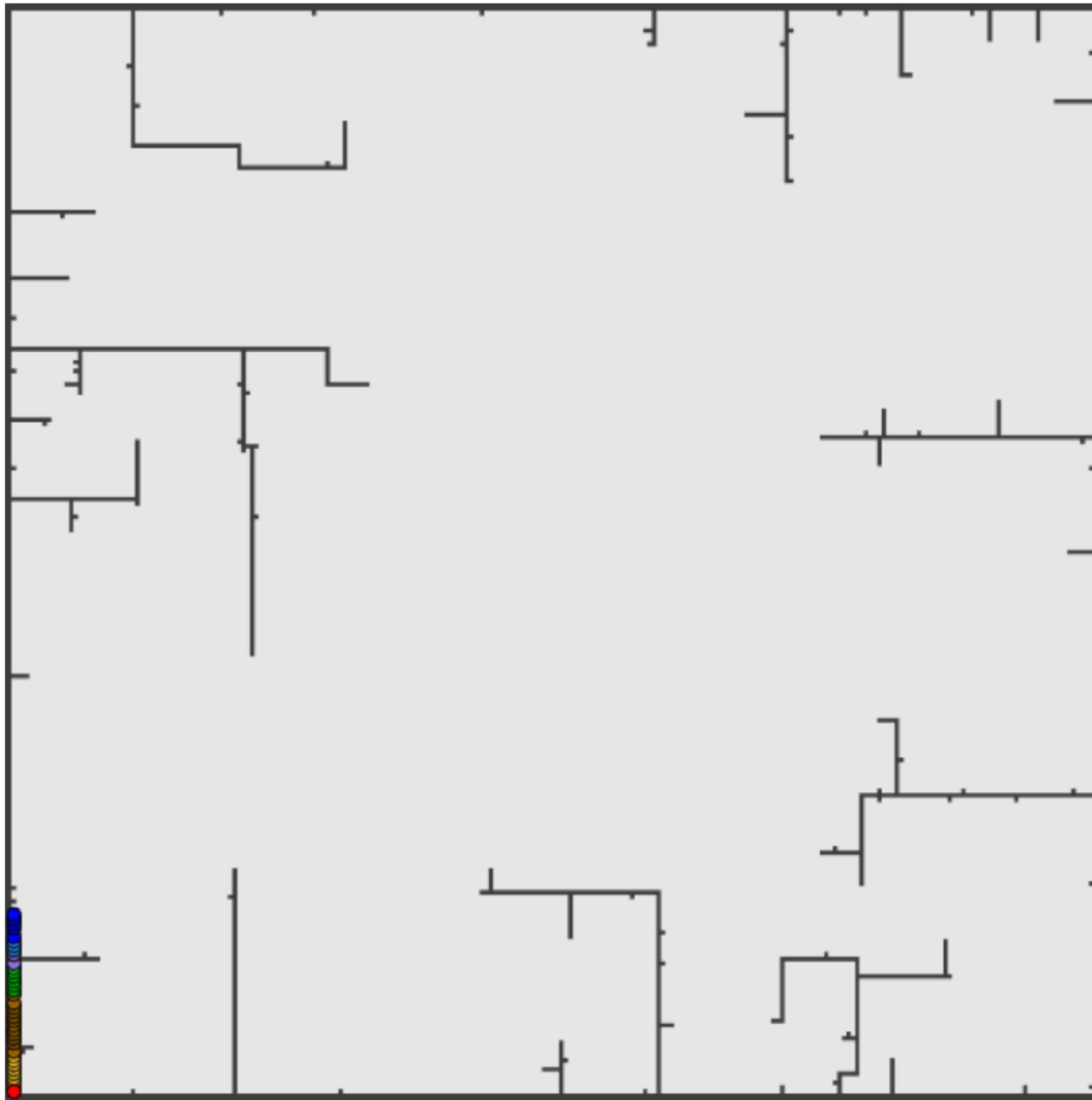
A possible proposal  
for Block #40 task



An actual proposal  
for Block #40 task



An actual proposal  
for Block #40 task



**Accepted** proposal  
for Block #40 task

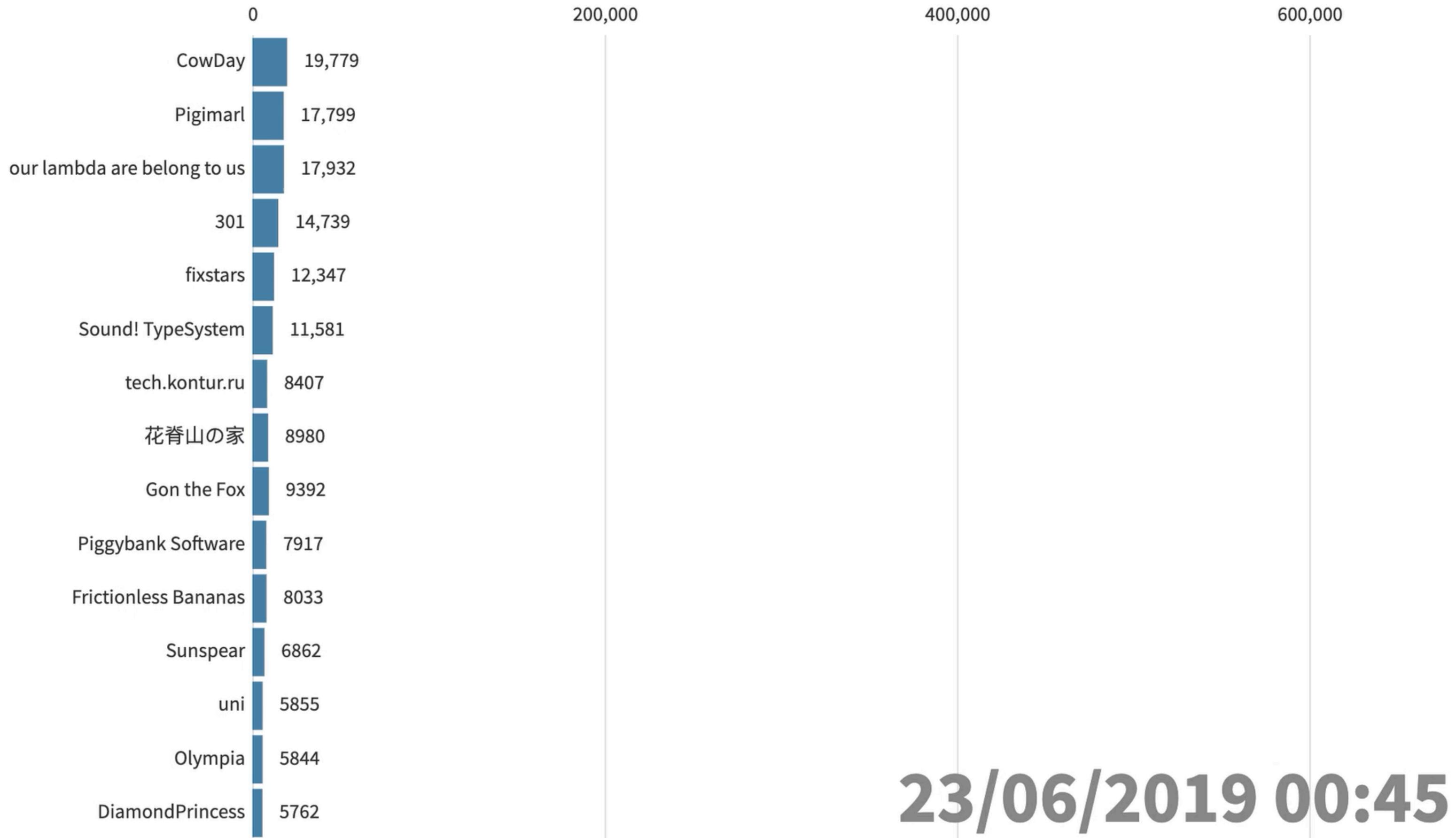


# HODLing or Spending?

With additional boosters  
it's easier to become the best!

$$score_{team, T} \triangleq \left[ 1000 \times \log_2 (X_T \times Y_T) \times \frac{t_{best}}{t_{team}} \right]$$

- Unspent LAM are *added* to the final scores (1 to 1)
  - With an absolute score maximum 4,219,436 this is a substantial addition
- However, LAM spent wisely can *reduce* the scores of the competition!



# Spending Lambda-coins

- Of **12,136,480** LAM mined...
- **10,047,700** LAM have been spent
- **99.15%** of them were spent on *clones*

# Results

# Lightning Division

	name	score
6	2 Ivans	3110544
7	CowDay	3099969
8	Sound! TypeSystem	3080253
9	Gon the Fox	2902335
10	Kita Ward	2854636
11	"; CREATE TABLE fun(); --	2847736
12	Olympia	2845302
13	PaaaaN	2807372
14	jabber.ru	2791427
15	Raging Mushrooms	2774118

	name	score
4	1kg cheese	3587653
5	tech.kontur.ru	3556681
6	2 Ivans	3110544
7	CowDay	3099969
8	Sound! TypeSystem	3080253
9	Gon the Fox	2902335
10	Kita Ward	2854636
11	"; CREATE TABLE fun(); --	2847736
12	Olympia	2845302
13	PaaaaN	2807372
14	jabber.ru	2791427
15	Raging Mushrooms	2774118

	name	score
3	Pigimarl	3673291
4	1kg cheese	3587653
5	tech.kontur.ru	3556681
6	2 Ivans	3110544
7	CowDay	3099969
8	Sound! TypeSystem	3080253
9	Gon the Fox	2902335
10	Kita Ward	2854636
11	"; CREATE TABLE fun(); --	2847736
12	Olympia	2845302
13	PaaaaN	2807372
14	jabber.ru	2791427
15	Raging Mushrooms	2774118

Winner of the Lightning Division

	name	score
2	Unagi	3705672
3	Pigimarl	3673291
4	1kg cheese	3587653
5	tech.kontur.ru	3556681
6	2 Ivans	3110544
7	CowDay	3099969
8	Sound! TypeSystem	3080253
9	Gon the Fox	2902335
10	Kita Ward	2854636
11	"; CREATE TABLE fun(); --	2847736
12	Olympia	2845302
13	PaaaaN	2807372
14	jabber.ru	2791427
15	Raging Mushrooms	2774118

	name	score
1	All your lambda are belong to us	3944361
2	Unagi	3705672
3	Pigimarl	3673291
4	1kg cheese	3587653
5	tech.kontur.ru	3556681
6	2 Ivans	3110544
7	CowDay	3099969
8	Sound! TypeSystem	3080253
9	Gon the Fox	2902335
10	Kita Ward	2854636
11	"; CREATE TABLE fun(); --	2847736
12	Olympia	2845302
13	PaaaaN	2807372
14	jabber.ru	2791427
15	Raging Mushrooms	2774118

# Team

*All your lambda are belong to us*

Rafaël Bocquet

*C++ and Haskell are very suitable for rapid prototyping.*

\$500 cash prize

# Team “All your lambda are belong to us”

Rafaël Bocquet

Two programming languages:

- ▶ C++ (Solver)
- ▶ Haskell (Scripts)

Three external solvers:

- ▶ aspino (Maximum satisfiability problem)
- ▶ LKH (Travelling salesman problem)
- ▶ Gurobi (Mixed-integer linear programming)

# Solution outline

Main idea: Without boosters and manipulators, the problem would be a variant of the Hamiltonian path problem.

Step 1 Collect boosters.

Step 2 Find a covering of the map by the robot shape.

Step 3 Find a Hamiltonian path in the induced graph.

Step 4 Insert rotations in the Hamiltonian path.

Step 5 Split the solution between clones.

Step 6 Local optimization ( $\sim 10\%$  improvement).

# Solution outline

Main idea: Without boosters and manipulators, the problem would be a variant of the Hamiltonian path problem.

Step 1 Collect boosters. **(LKH)**

Step 2 Find a covering of the map by the robot shape. **(aspino)**

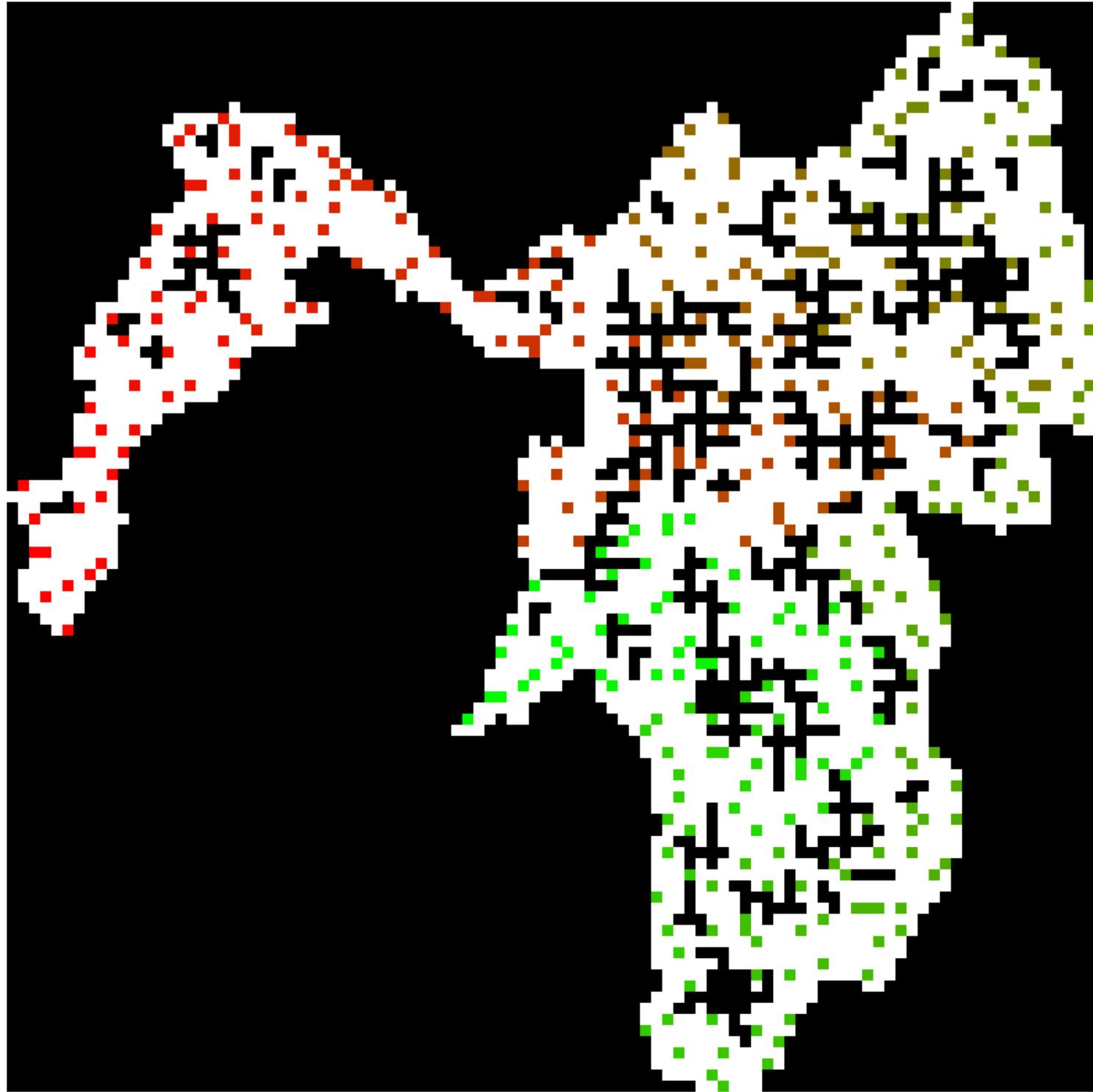
Step 3 Find a Hamiltonian path in the induced graph. **(LKH)**

Step 4 Insert rotations in the Hamiltonian path. **(aspino)**

Step 5 Split the solution between clones. **(Gurobi)**

Step 6 Local optimization ( $\sim 10\%$  improvement).





Press SPACE (s) to begin execution



press Space to play video

Main Division

	name	score	score + unspent LAM
<b>6</b>	All your lambda are belong to us	2970136	2971468
<b>7</b>	1kg cheese	2942490	2943578
<b>8</b>	花脊山の家	2764962	2765413
<b>9</b>	Lambding Snakes vs. Coding Monkeys	2690443	2690584
<b>10</b>	Gon the Fox	2605416	2605535
<b>11</b>	Piggybank Software	2573260	2574414
<b>12</b>	Better than nothing	2469946	2470996
<b>13</b>	2 Ivans	2459365	2462039
<b>14</b>	tech.kontur.ru	1915342	2422887
<b>15</b>	negainoido	2357002	2360402

	name	score	score + unspent LAM
<b>4</b>	Sound! TypeSystem	3024005	3024715
<b>5</b>	Frictionless Bananas	2994524	2994666
<b>6</b>	All your lambda are belong to us	2970136	2971468
<b>7</b>	1kg cheese	2942490	2943578
<b>8</b>	花脊山の家	2764962	2765413
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# Judges' Prize

for the most elegant use of the entire set of boosters

# Team

## *Sound! TypeSystem*

bakaming, chiro, fuqinho, gusmachine, nya3jp,  
phoenixstarhiro, shunsakuraba, tanakh, yuizumi

*Team Sound! Type System*  
*(using Rust, C++, Python, JavaScript, and Go)*  
*is an extremely cool bunch of hackers.*

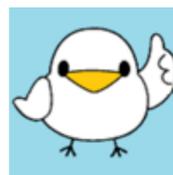
\$500 cash prize

Sound! TypeSystem

# Sound! TypeSystem: Members



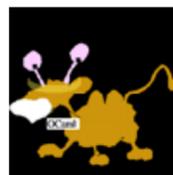
kaming



phoenixstarhiro



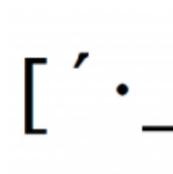
ro



chunjp



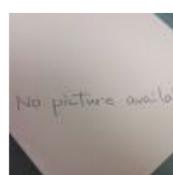
pinho



tanakh



smachine



yuizumi



aya3jp

# Sound! TypeSystem: Overview

## Wrappy Solvers

tanakh

fuqinho

manual solver

## Puzzle Solvers

gusmachine

fuqinho

yuizumi

## Infrastructure

autosubmitter

autominer

cloud validator

cloud scheduler

dashboard

## LAM Solver

buyer

# Sound! TypeSystem: Main Solutions

Wrappy solver by tanakh

- Written in Rust
- Based on BFS with plenty of hacky heuristics:
  - Give the first priority to cloning.
  - Give priority to filling small isolated areas to paint.
  - Get clones well spread out.
  - Manipulators are expanded to the left and right.
  - Use randomness to "improve" the score.
  - Some parameters were determined using simulated annealing.

# Sound! TypeSystem: Main Solutions

Wrappy solver by fuqinho

- Written in C++
- Considers all cells within 5 steps not to be painted by another wrappy.
- Calculates the size of "islands" (isolated areas to paint) for each cell; the smallest island takes the priority.
- Uses the beam search to determine the steps to cover the island and uses the number of painted cells, with heuristical weights (e.g. to give higher score to borders).

## Sound! TypeSystem: Main Solutions

### LAM solver by bakaming

- Written in C++
- Main solvers make solutions with several purchase patterns. LAM solver joins these solutions with earned LAM.
- We can solve this problem with dynamic programming as the number of LAM and solution is very small.

# Sound! TypeSystem: Puzzle Solvers

Puzzle solvers by yuizumi / gusmachine

- Written in Python
- Kept the logic simple to make it work before the original first round starts in 4 hours.
  - Start from a vacant field,
  - build a wall from each  $oSqs$  until the wall reaches edges or other walls, and
  - put bumps on walls to satisfy  $vMin$  vertices condition.

	name	score	score + unspent LAM
<b>4</b>	Sound! TypeSystem	3024005	3024715
<b>5</b>	Frictionless Bananas	2994524	2994666
<b>6</b>	All your lambda are belong to us	2970136	2971468
<b>7</b>	1kg cheese	2942490	2943578
<b>8</b>	花脊山の家	2764962	2765413
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<b>14</b>	tech.kontur.ru	1915342	2422887
<b>15</b>	negainoido	2357002	2360402

	name	score	score + unspent LAM
<b>3</b>	Pigimarl	3144576	3144849
<b>4</b>	Sound! TypeSystem	3024005	3024715
<b>5</b>	Frictionless Bananas	2994524	2994666
<b>6</b>	All your lambda are belong to us	2970136	2971468
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<b>15</b>	negainoido	2357002	2360402

Second Prize

	name	score	score + unspent LAM
<b>3</b>	Pigimarl	3144576	3144849
<b>4</b>	Sound! TypeSystem	3024005	3024715
<b>5</b>	Frictionless Bananas	2994524	2994666
<b>6</b>	All your lambda are belong to us	2970136	2971468
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	name	score	score + unspent LAM
<b>2</b>	CowDay	3377492	3383347
<b>3</b>	Pigimarl	3144576	3144849
<b>4</b>	Sound! TypeSystem	3024005	3024715
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# Team *CowDay*

Akifumi Imanishi, Kohei Morita, Kohji Liu, Nozomu Nakajima,  
Riku Kawasaki, Takuto Shigemura, Seiya Kamiya

*C++ is a fine programming tool for many applications.*

\$500 cash prize

# ICFP'19 Contest Cowday Solution

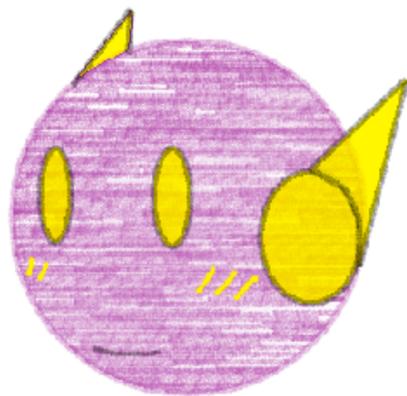
Cowday Team

# Members

## Infrastructure

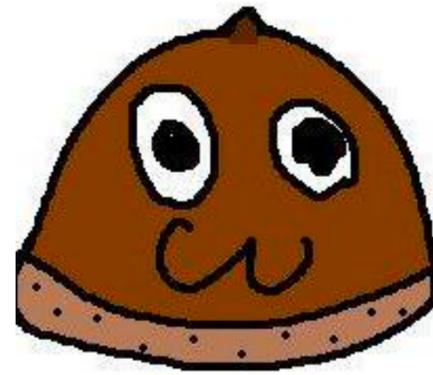


Akifumi Imanishi



Seiya Kamiya

## Algorithm



Riku Kawasaki



Nozomu Nakajima

## Puzzle



Kohei Morita



Takuto Shigemura

## Coordinator(???)

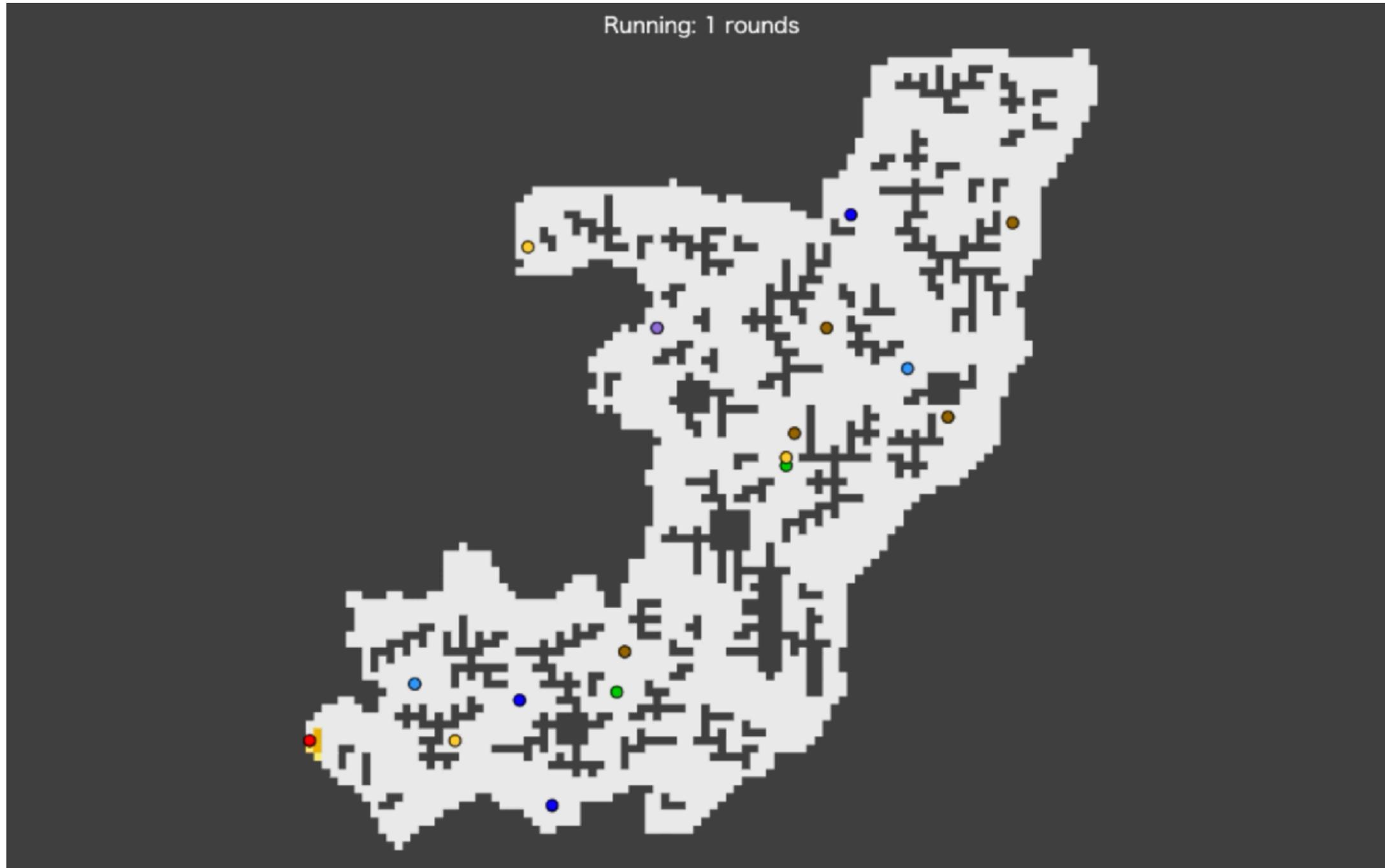


Kohji Liu

3 Students, 4 employees

Algorithm-competition  
Fanatics

# Visualization

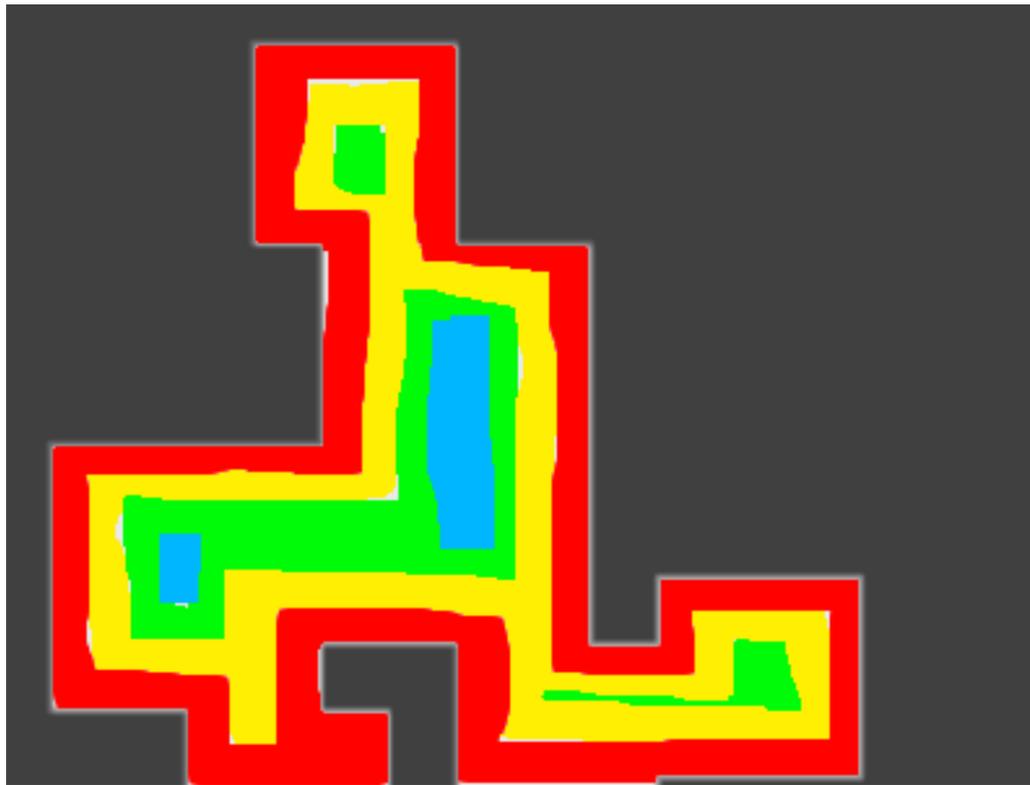


press Space to play

# Solution

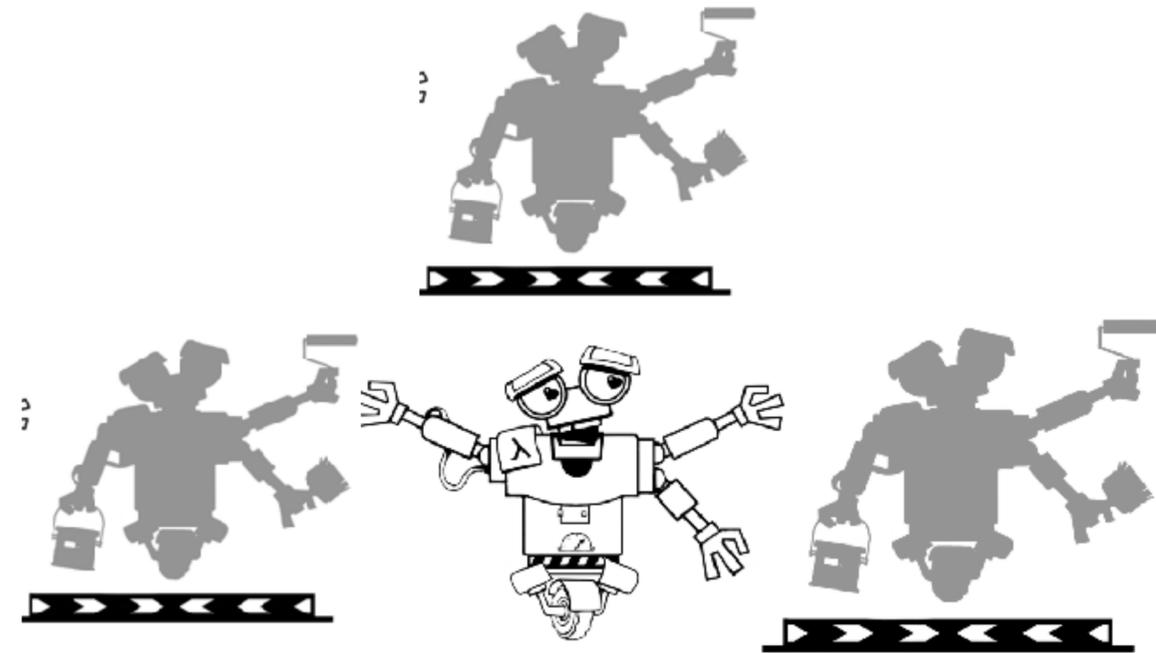
## Preprocess

- Assign weight to each cell, according to the distance to an obstacle or a booster



## Before filling area, Collect Clone Items and Spawn

- Visit nearest cloner/spawn point greedily

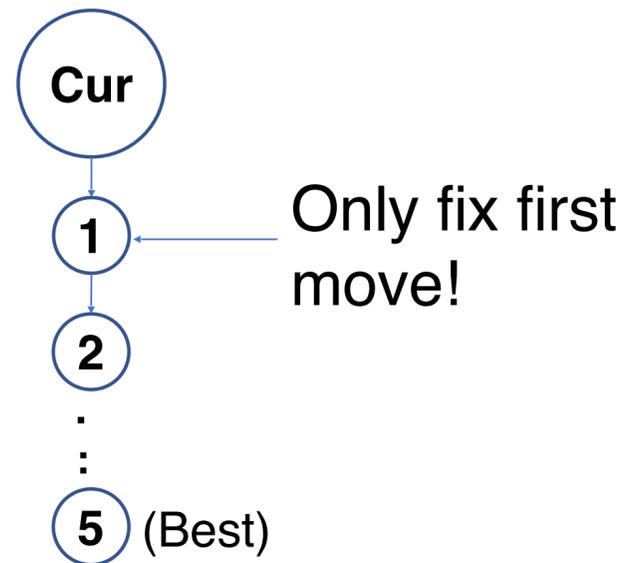


# Solution

Basis:

greedy-ish approach

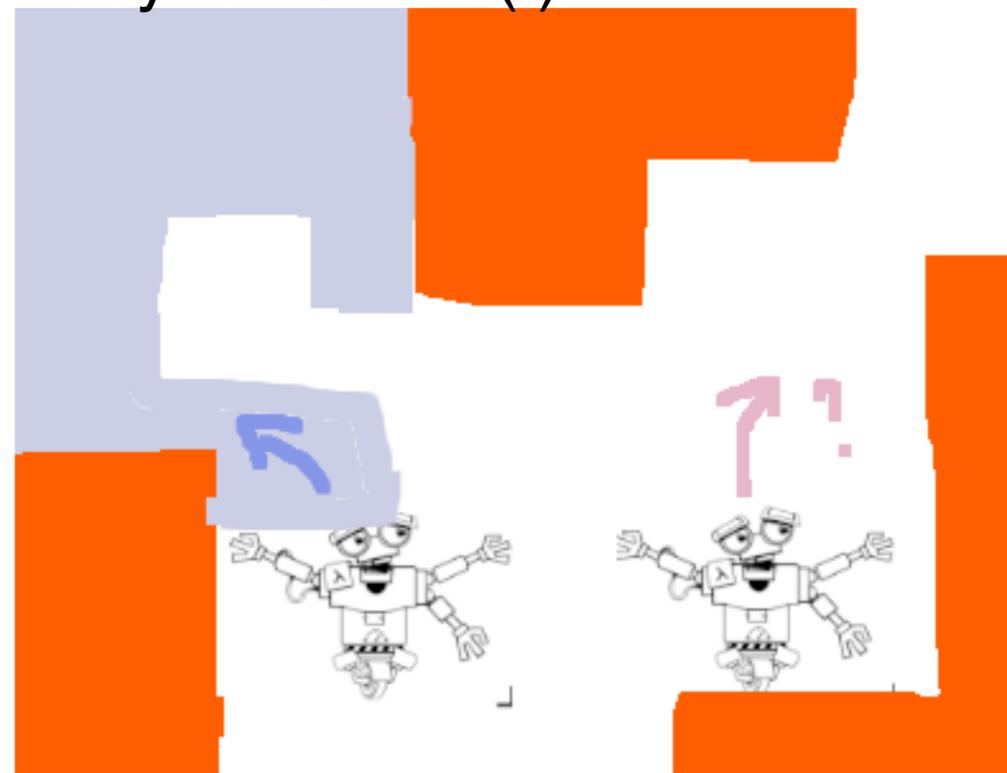
- Enumerate all possible next 5 steps and fix one step which leads to the largest weight in 5 steps, iteratively



To use multiple robots efficiently:

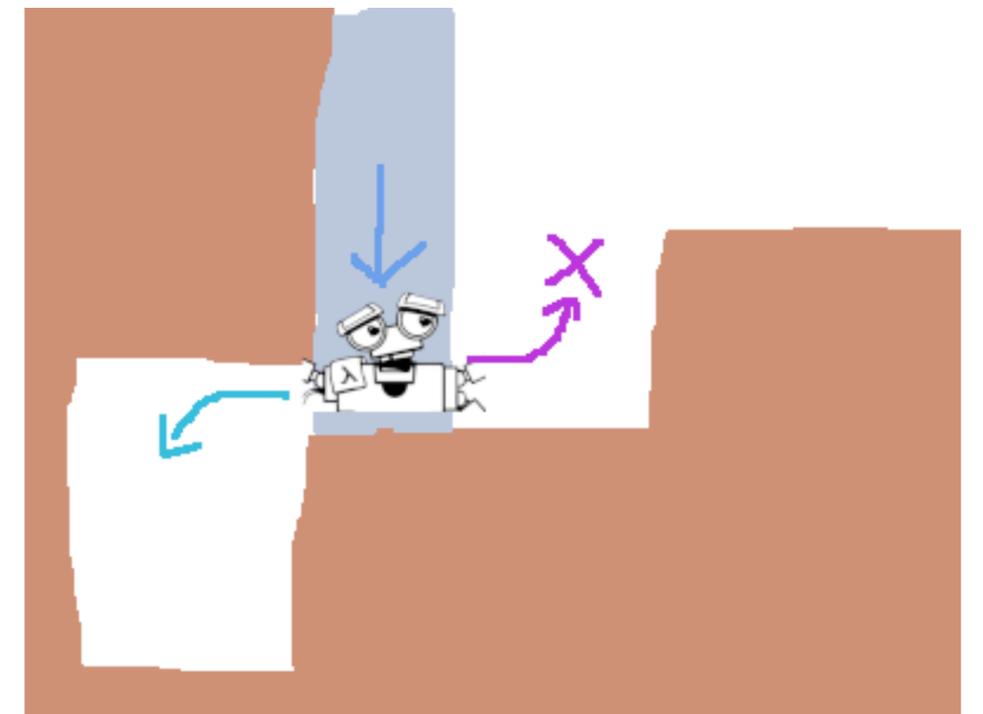
- Each robot moves 100 turns at one time

This way, our robots are asynchronous(!)



To avoid leaving small areas unfilled:

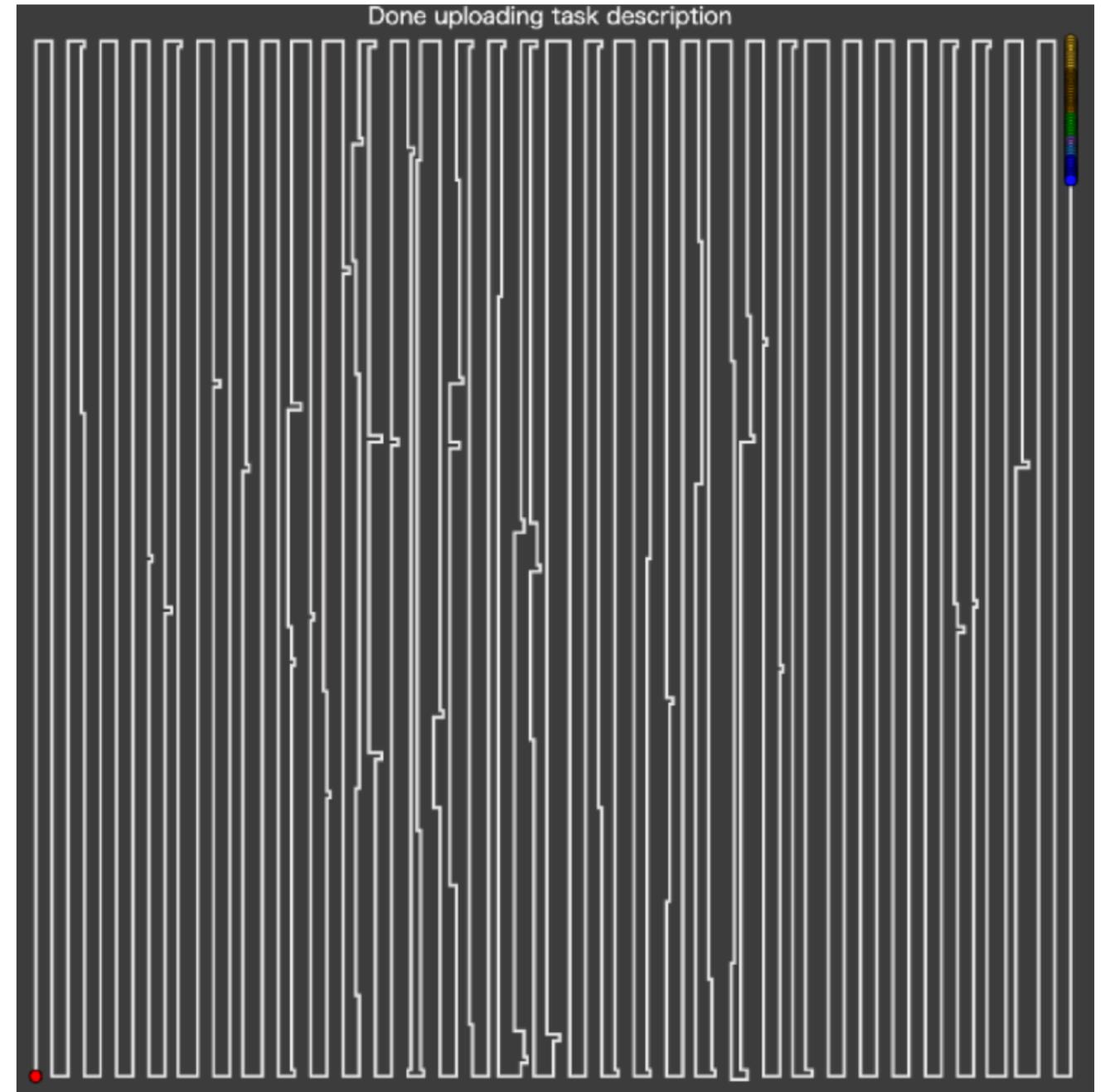
- If a move divides unfilled area into separate component, it tries filling smaller one first.



# Misc

- To spend LAM, we always buy Clones booster.
  - Knapsack-like Dynamic Programming algorithm in our internal judge
- Do not use Drill or Teleporter
- Try both using/not using Fast

And our “equal” puzzle!



Thank you organizers!

First Prize

	name	score	score + unspent LAM
<b>2</b>	CowDay	3377492	3383347
<b>3</b>	Pigimarl	3144576	3144849
<b>4</b>	Sound! TypeSystem	3024005	3024715
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	name	score	score + unspent LAM
1	Unagi	3878674	3880465
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15	negainoido	2357002	2360402

# Team *Unagi*

Takuya Akiba, Kentaro Imajo, Hiroaki Iwami,  
Yoichi Iwata, Toshiki Kataoka, Naohiro Takahashi

*Rust is the programming tool of choice for discriminating hackers.*

\$1000 cash prize

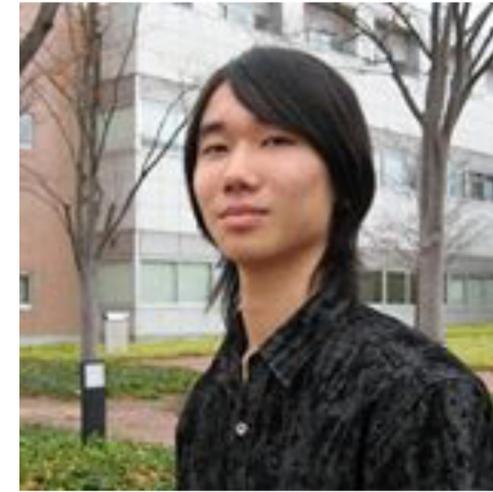
# Team Unagi



**Takuya Akiba**  
Preferred Networks



**Kentaro Imajo**  
Preferred Networks



**Hiroaki Iwami**  
FLYWHEEL



**Yoichi Iwata**  
National Institute of Informatics



**Toshiki Kataoka**  
Preferred Networks



**Naohiro Takahashi**  
AtCoder

Press SPACE (s) to begin execution



- Left-hand rule
- Split single-worker solution

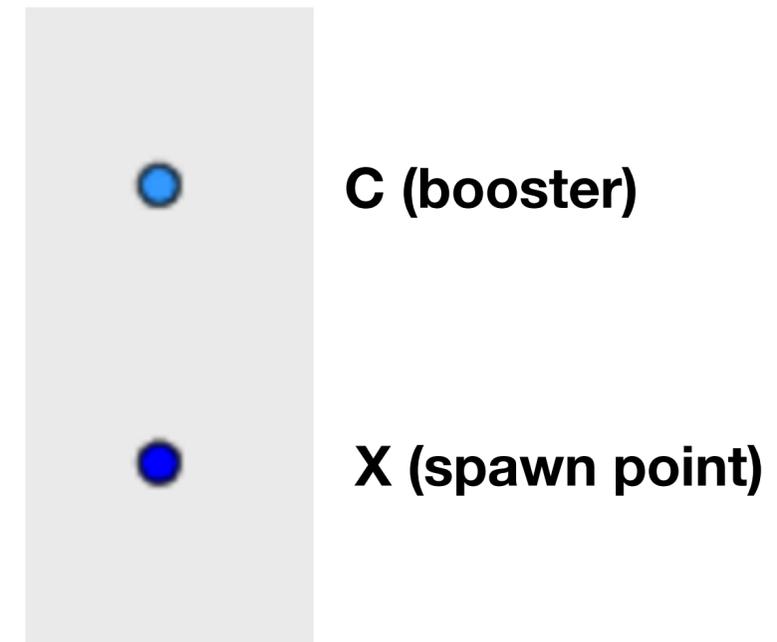
# Left-hand rule



- Wrap squares near walls
- Repeat



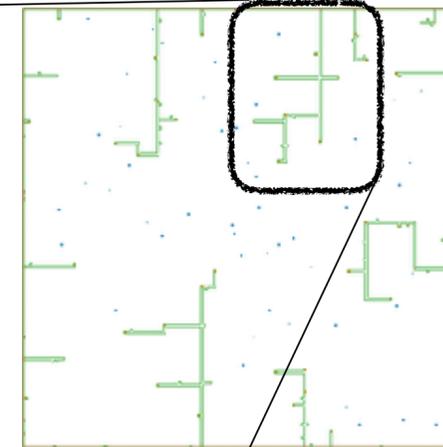
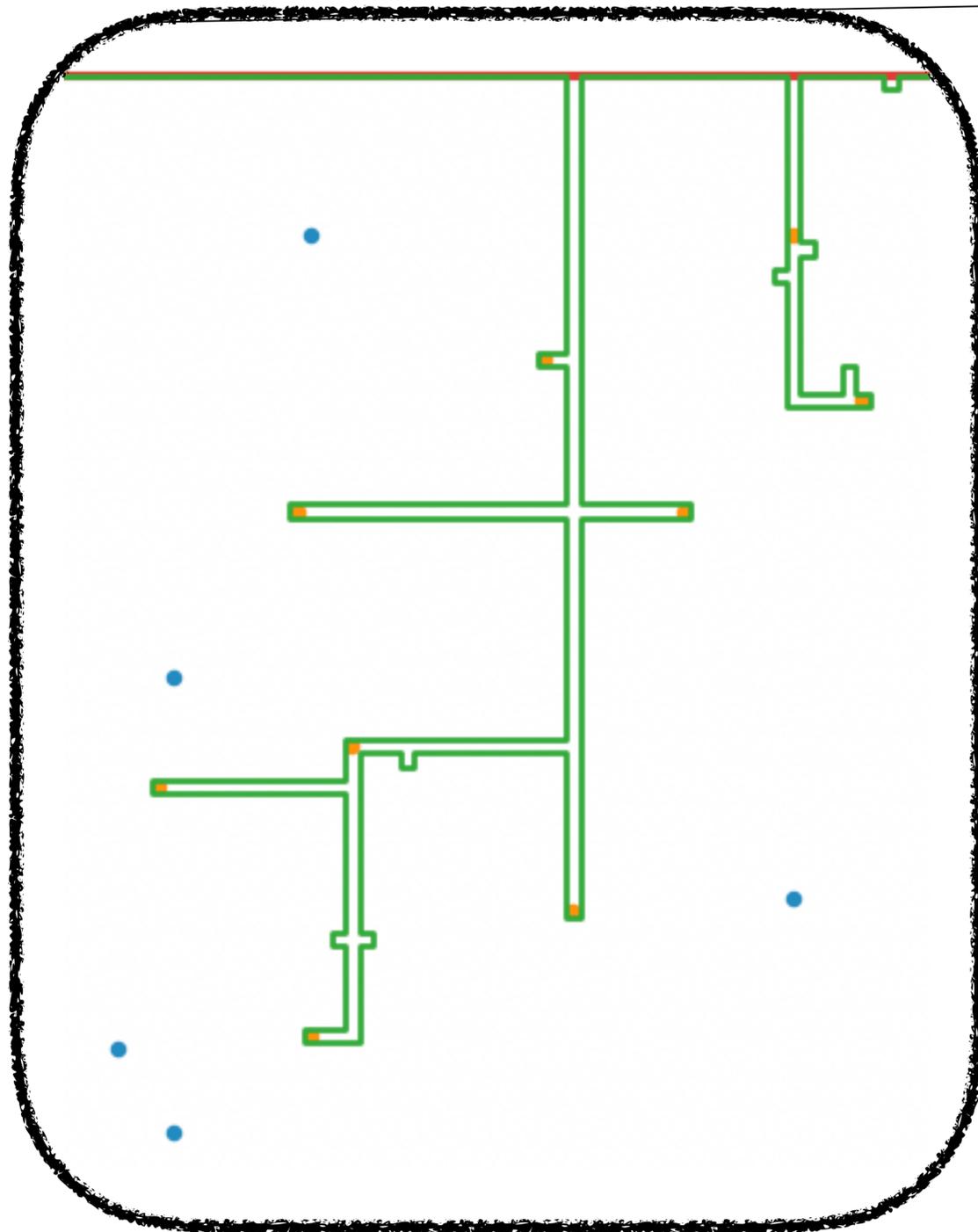
- Single-worker solution → multi-worker solution
  - Load balancing
- Bootstrap: visit C, X, C, C, C, C, ...
  - 1st replica stays at X and uses boosters immediately



# Local refinement

- Replace subsequence with shorter one
  - Use depth-first and breadth-first searches

# Earn coins



Round 2



Round 82

- Connect points
- Add corners

# Spend coins

- Prepare solutions for buy settings:

[ ],

[B],

[C],

[C, B],

[C, C],

[C, C, C]

- Solve a knapsack problem

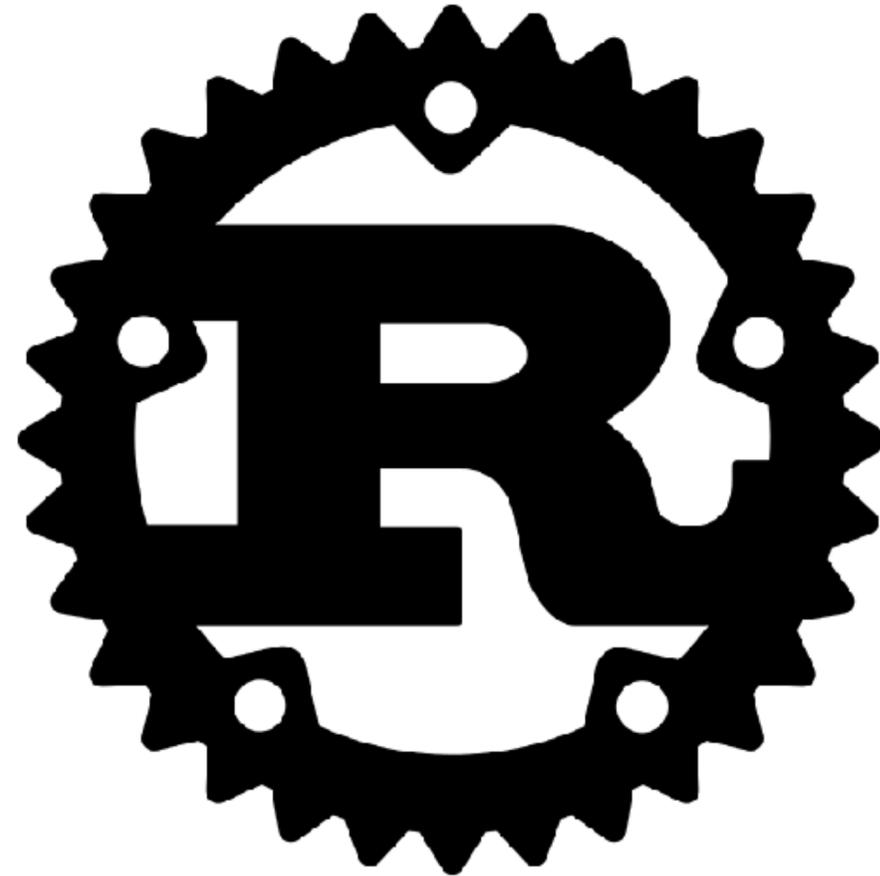
```
prob-002, , 29259, 381
prob-002, B, 50721, 356
prob-002, C, 59200, 224
prob-002, CB, 51232, 226
prob-003, , 34881, 210
prob-003, B, 52255, 210
prob-003, C, 47656, 128
prob-003, CB, 52766, 128
...
```



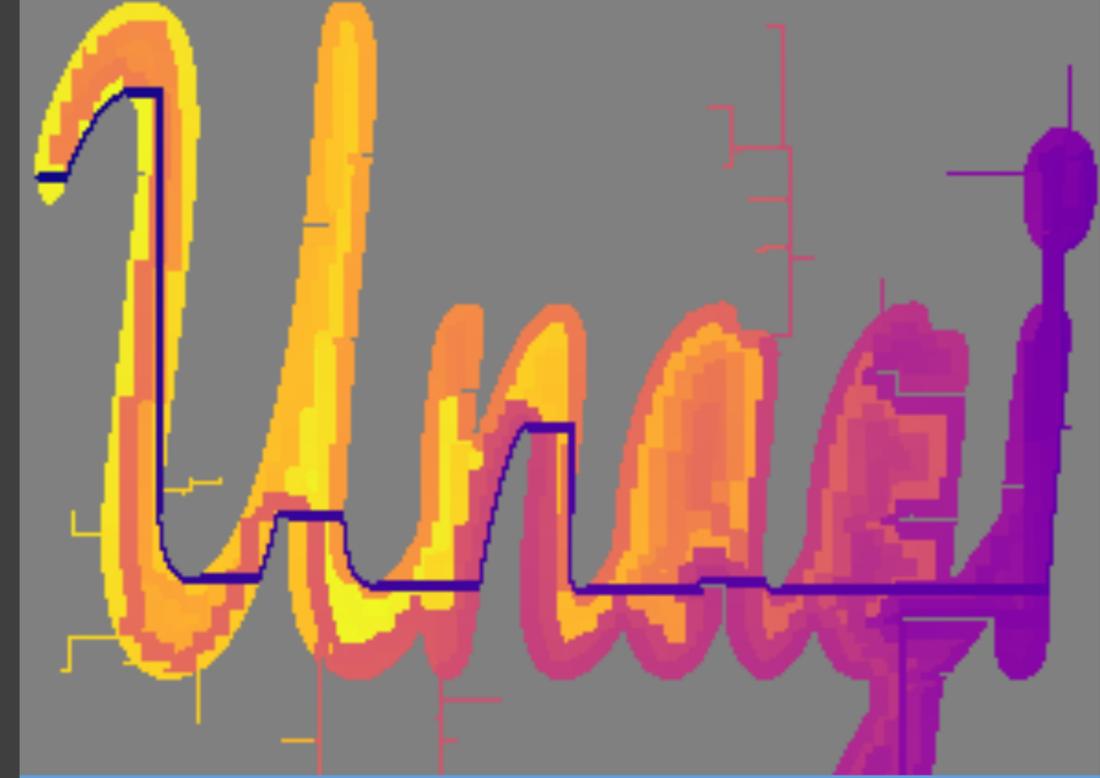


# Language

- Solvers (task, puzzle, buy) are written in **Rust**
- Dashboard: **Go**
- Few lines of **Shell script, JavaScript, Python**



Press SPACE (s) to begin execution



Dashboard Ranking Problems Programs Status

Select booster: [None] [B] [C] [CB] [CC] [CCC] [F]

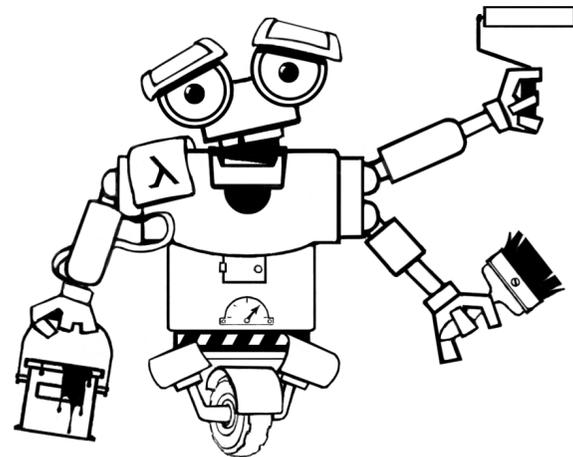
### Ranking without boosters

Problem	Best	0-th opt-chokudai	1-th wata-opt3-small	2-th flip3
example-01.desc	34 (chokudai-014)	35 (6455)	35 (6455)	37 (610)
example-02.desc	34 (chokudai-014)	35 (6455)	35 (6455)	37 (610)
example-03.desc	30 (flip)	32 (6229)	32 (6229)	30 (660)
prob-001.desc	9 (wata-k-means)	invalid (0)	invalid (0)	invalid (0)
prob-002.desc	379 (wata-opt2)	405 (10125)	400 (10251)	379 (10000)
prob-003.desc	210 (akiba-opt-all)	210 (9965)	210 (9965)	214 (9700)
prob-004.desc	421 (opt-chokudai)	421 (11022)	423 (10970)	426 (10800)



prob-013.desc	377 (flip)	384 (9539)	368 (9441)	377 (9700)
prob-014.desc	334 (wata-opt3-small)	338 (9601)	334 (9716)	350 (9200)
prob-015.desc	353 (wata-opt3-small)	355 (9662)	353 (9716)	366 (9300)

# To Wrap Up



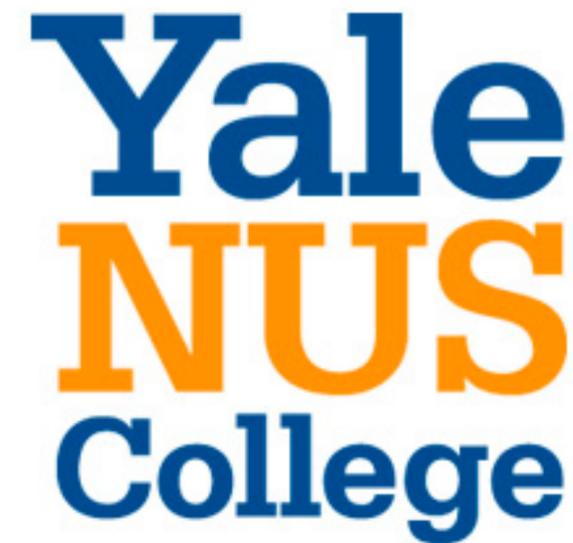
# Contest Organisers

Ilya Sergey

- Contest idea, design, specification
- Problem instances
- Back-end grader
- Solution visualiser
- Social media and mailing list

Paramdeep Singh Raina

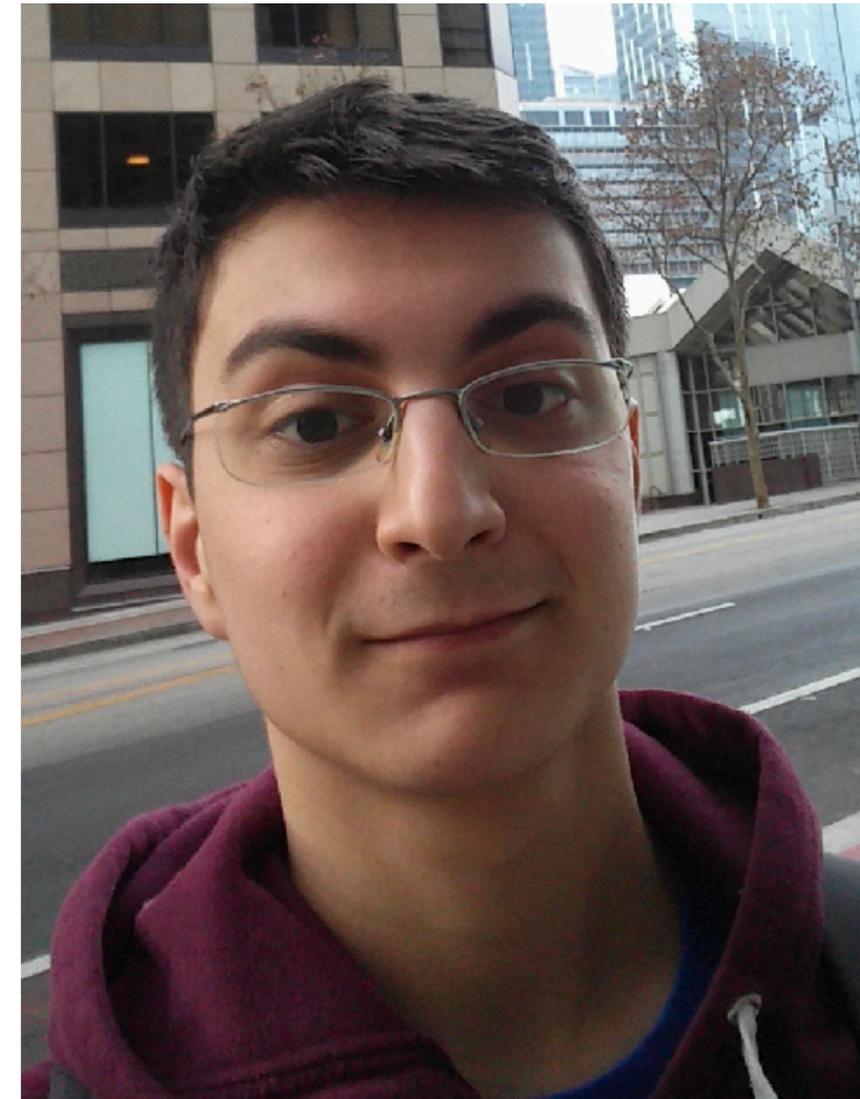
- Back-up server support



# Contest Organisers

George Pîrlea

- Server-side programming
- Grading automation
- Rankings generation
- Data analysis
- Web-page



# Contest Organisers

Lilia Anisimova

- Wrappy art



# Past Contest Chairs



Sam Lindley  
ICFP Contest 2017



Matthew Fluet  
ICFP Contest 2018

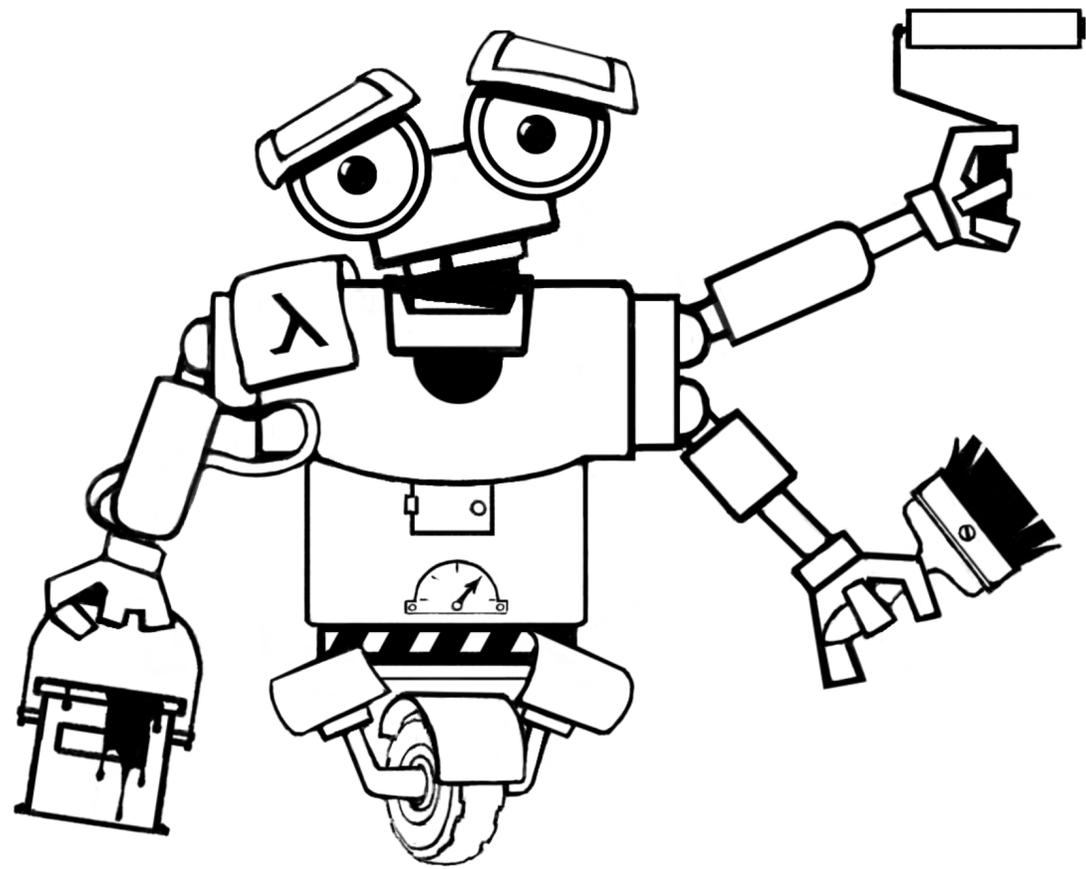
# Software and Tools

- **Problem generation and back-end grader:**
  - Scala
- **Visualisation:**
  - Scala.js
- **Server-side scripting and data management:**
  - Python 3
  - Flask
  - SQLite
  - Celery
  - RabbitMQ
  - AWS Elastic File System
  - AWS EC2
- **Web page:**
  - GitHub pages & Jekyll markdown

# Sponsors



# Thanks to all contest participants!



Good luck for  
ICFP Contest 2020!