

IATI 2024 Hybrid competition

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Introduction

- IATI'2024 will be conducted as a hybrid tournament, in-person (on-site) and online.
- Online competitors should compete in local competition sites.
- To ensure fairness of the online competition, the competition system we will use has integrated capabilities to record the competitors' screens.

Brief description of the competition rules

- Competitors are expected to use and submit their solutions (the source codes) through the BOS – Bulgarian competition (judging) system, using a browser and internet connection.
- Online competitors must record their computers' screens using the competition system features.
- Task solutions should be written in C++.
- Reference materials (written, printed, or digital forms) are not permitted.
- Exceptions may be made for physical (printed) dictionaries.
- During the competition, competitors must not (directly or indirectly) access any online resources.
- During the competition, there should be no communication with other people. Only asking questions is allowed and should be done through the competition system.
- During the competition, there will be no online scoreboard for the competitors or for the leaders. Results will be published after the end of each competition day.
- Any suspicions of cheating will be investigated accordingly.

Proctors and team leaders

- The team leader is expected to be responsible for enforcing the IATI'2024 Competition Rules for her/his team. Every competitor is expected to be physically invigilated/proctored by the team leader or by adjuncts appointed by the team leader.
- There must be at least two proctors per competition site to enforce the competition rules.
- Competition sites must not be left un-proctored at any time during the competition.
- The team leader must distribute the credentials for entering the competition system individually to each competitor.

Competition sites

- Each team participating online should establish one 'competition site' where all participants from the team must compete. There is no restriction on the location of the site if all the rules are adhered to. Here are some examples of possible candidates for competition sites:
 1. Computer Laboratory in local universities/schools
 2. Meeting room within a corporate office
 3. Conference room in a hotel

- Every competition site should have computers with internet connectivity for each participant. Spares are highly recommended. Specific details on the hardware and recommended software specifications for the computers can be found in the later section.
- Each competition site must be recorded in its entirety during the competition. If there are multiple rooms for one competition site, then there has to be a recording for each room. It is recommended that several videos from different angles are used for the same competition location.
- Recordings must capture the faces of all competitors and the presence of at least one proctor. It must be determinable from the recordings whether competitors are at the computer and if there is a proctor in the room at all times.
- Within 24 hours after each competition day, the person in charge of each competition site must send an email to the organizing committee with a download link or an access link to the recording(s) of each room of the competition site. The email's subject should be: Video_day[day number]_[competition site]_room[room number] (for example, for the first day of the competition, for the competition site of Shumen and room 3, the subject of the email should be: Video_day1_Shumen_room3).
- Competitors are allowed to bring snacks, food, drinks, and/or mascots. Also, they can use external keyboard and mouses if they are not smart devices.
- Task statements will not be sent to the team leaders for printing – competitors will read the statements on their computers from the competition system.
- Competition sites should be registered in the IATI Registration System (separately from team registration). It is possible that multiple teams use the same competition site.

Requirements for the competitors' computers

- The competitors' computers can be any middle-class personal computer (with e.g. 8 GB RAM, at least 32 GB of free usable storage space, CPU 2.5 GHz with at least 2 cores/4 threads).
- Good internet connection is required for recording the competitors' screens.
- Only a single screen is allowed per participant, i.e., cannot be used multiple external monitors.
- The competitors' computers hardware specifications may be different than the grading computers specifications.
- Hardware/network/electrical failures of competitors' computers will not be grounds for extra time. Please provide spares in case of failure.
- The operating system can be Windows, or Linux (e.g. Ubuntu), or another.
- The recommended browser for working with the competition system is Google Chrome.
- The competitors' computers should have a C++ language environment installed (for example CodeBlocks, Dev-C++, Visual Studio Code, etc.), as well as other utilities, e.g. to open pdf documents, zip and text files.
- Also, the competitors' computers should have a C++ compiler: for example, MinGW (on Windows) and/or gcc/g++ version at least 8.4.0 (on Linux), and support the C++17 standard.