

CDP

From ICPC-Contest Control Standard

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Draft

This is a draft standard for the ICPC 2016 Finals, upon approval this draft status will change to Final Approved status. The Final version will have a version number and date.

Also, note that this format is not intended for archiving contests. Instead one should use the [Contest Archive Format](#).

Introduction

Many Contest Control Systems and related tools rely on the specification of configuration and control information for both initializing and running a contest. A *Contest Data Package (CDP)* is an organized structure of files/directories that are input to and output from a contest. A CDP is a single arbitrarily-named folder which contains various explicitly-named files and subfolders as described below.

The purpose of this specification is to identify the Contest Data Package organization expected by Contest Control Systems and related tools which support the specifications of the ICPC World Finals.

Many of these software systems and tools can be completely configured simply by pointing them to a correctly-organized CDP.

A CDP contains two types of data: *Input Data* which is used to configure and/or control a software system or tool, and *Output Data* which is generated by the software system or tool and is intended to be added post-contest to the CDP for archival purposes.

Input Data

These are files and folders which provide input/configuration information for a contest.

config folder

Contains data used to configure a CCS. The name of the folder must be "config", it must reside directly in the root folder of the CDP, and it must contain the following files and folders:

- [contest.yaml](#)
- [problemset.yaml](#)
- [groups.tsv](#)
- [teams.tsv](#)
- [userdata.tsv](#)
- One folder for each contest problem defined in the [problemset.yaml](#) file. The folder name matches the short-name in problemset.yaml for that problem. The data for each problem directory is described in [Problem format](#)

images folder

This folder, which must be named "images", contains subfolders for various types of contest image data, including

- logo -- holds team (university) logo images
- team -- holds team pictures (typically, a photograph of the team members)
- icon -- holds icon-sized versions of the team (university) logo images
- overlay -- holds overlay images containing team logos and team/university names

images/logo folder

This folder holds one 600x600 image file for each contest team containing the team's logo (typically, the University Logo). Each team logo must be in a separate PNG-format file whose name is X.png, where X is the team number (e.g., 1.png, 102.png, etc.).

images/team folder

This folder holds one 1920x1080 image file for each contest team containing the team's picture (typically for example taken during contest registration). Each team picture must be in a separate JPEG-format file whose name is X.jpg, where X is the team number (e.g., 1.jpg, 102.jpg, etc.).

images/icon folder

This folder holds one 28x28 image file for each contest team containing the team's logo (typically,

the University Logo) in icon size. Each icon image must be in a separate PNG-format file whose name is X.png, where X is the team number (e.g., 1.png, 102.png, etc.).

images/overlay folder

This folder holds one 1920x1080 image file for each contest team containing the team's name and logo. Each overlay image must be in a separate PNG-format file whose name is X.png, where X is the team number (e.g., 1.png, 102.png, etc.). The name and logo are expected to be placed in the 1920x1080 image in such a way that makes the image suitable for use as an "overlay" in, for example, video production.

present folder

This folder, which must be named "present", holds images and other data typically used by the ICPC Tools Presentation System, as well as other ICPC Tools (for example, the ICPC Resolver). The content and format of the images and data in this folder are dependent on the tools accessing the particular CDP.

Output Data

These are files that are output from a contest. Typically, these files and folders will be added to the CDP at the completion of a contest: once the contest is complete, the final event feed, submission files, and other relevant generated data should be added back into the CDP archive, allowing the CDP to be a complete archive of the contest.

Note that not all contests produce all types of output data. For example, some contests will have backups, reaction videos, or logos, and others won't. There is no requirement that a CDP contain any particular output data; only that IF the corresponding output data exists and is to be archived in a CDP, then it should be organized as follows.

submissions folder

This folder, which must be named "submissions", contains a folder for each run submission which took place during the contest. Each separate run submission is contained in its own subfolder, named with the run id of the submission.

submissions/## folder

Each numbered submissions subfolder contains the following for the run corresponding to the name of the subfolder:

1. Team's submitted source code file(s)
2. [run.properties](#) file (optional)

events folder

This folder, which must be named "events", contains the following event information generated by the Contest Control System.

1. A file named *events.xml* containing the finalized event feed from the CCS in XML format as

specified by the [event feed page](#).

2. A file named *events.json* containing the finalized event feed from the CCS in JSON format.

The events folder may also contain other files in the format "<x>-events.xml", e.g. "pc2-events.xml".

results folder

This folder, which must be named "results", contains required output files from the CCS. Examples may include:

1. [results.tsv](#)
2. [scoreboard.tsv](#)
3. [submissions.tsv](#)

results/<CCS> folder

The results folder may include subfolders associated with specific CCS implementations. These might include, for example, Reports generated by the CCS -- for example,

```
results/pc2/results.tsv
results/pc2/scoreboard.tsv
results/pc2/balloonReport.txt
```

video/reactions folder

This folder contains recorded team reaction videos for each submission, in m2ts format. ("Reaction videos" are recordings made from a team's local webcam at the time they submit a run to the CCS. These are used for example in the ICPC World Finals to provide interesting reaction segments to the ICPCLive television broadcast.) The name of each reaction video file should be "reactionXX.m2ts", where "XX" is the submission number for which the team reaction video was recorded.

backups folder

- contains backups of each team's working folder in the form team<X>.zip.

For team102 their \$HOME backup would be stored in *backups/team102.zip*.

Examples

Here are two examples of implementations of the CDP specification.

Sample One

```
config/hello/problem.yaml
config/hello/data/secret/hello.ans
config/hello/data/secret/hello.in
config/hello/data/problem_statement/problem.tex
config/teams.tsv
config/submit/problem.yaml
config/submit/data/secret/submit.in
```

config/sumit/data/secret/sumit.ans
config/sumit/data/problem_statement/[problem.tex](#)
config/[contest.yaml](#)
config/[problemset.yaml](#)
config/[groups.tsv](#)
config/[userdata.tsv](#)

submissions/1/A.java
submissions/3/C.java
submissions/3/A.java
submissions/2/A.java

results/[runs.tsv](#)
results/[scoreboard.tsv](#)
results/[standings.json](#)
results/[results.tsv](#)
backups/team1.zip
backups/team2.zip
backups/team3.zip
video/reaction/reaction3.m2ts
video/reaction/reaction1.m2ts
video/reaction/reaction2.m2ts
images/team/3.jpg
images/team/2.jpg
images/team/1.jpg
images/logo/1.png
images/logo/3.png
images/logo/2.png

events/[eventfeed.json](#)
events/[eventfeed.xml](#)

Sample Two

backups/team1.tar.gz
backups/team2.tar.gz
backups/team3.tar.gz
config/[contest.yaml](#)
config/[groups.tsv](#)
config/[problemset.yaml](#)
config/[teams.tsv](#)
config/[userdata.tsv](#)
config/hello/[problem.yaml](#)
config/hello/data/problem_statement/[problem.tex](#)
config/hello/data/secret/hello.ans
config/hello/data/secret/hello.in
config/sumit/data/problem_statement/problem.tex
config/sumit/data/secret/sumit.ans
config/sumit/data/secret/sumit.in
config/sumit/problem.yaml
events/[events.json](#)

events/[events.xml](#)
images/logo/1.png
images/logo/2.png
images/logo/3.png
images/team/1.jpg
images/team/2.jpg
images/team/3.jpg
results/[results.tsv](#)
results/[runs.tsv](#)
results/[scoreboard.tsv](#)
results/[standings.json](#)
submissions/1/[run.properties](#)
submissions/1/A.java
submissions/2/A.java
submissions/2/run.properties
submissions/3/[run.properties](#)
submissions/3/A.java
submissions/3/C.java
video/reactions/reaction1.m2ts
video/reactions/reaction2.m2ts
video/reactions/reaction3.m2ts

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