



ICPC International Collegiate Programming Contest // 2025-2026

The 2025 ICPC Asia Yokohama Regional Contest



JETBRAINS



Jane
Street

ICPC Asia Yokohama Regional Contest 2025

Contest Information

Host: Institute of Science Tokyo, Japan
December 6–7, 2025

International Collegiate Programming Contest
Asia Yokohama Regional Contest 2025

This document includes important information concerning ICPC Asia Yokohama Regional Contest 2025, including the following:

- Contest Regulations,
- Rehearsal Information,
- Regional Contest Information,
- Information from the Judges, and
- Computer Environment.

Contest Regulations

NOTE: Failure to comply with the regulations may lead to disqualification of the offending team.

Registration Check

All team members must show up together at the reception desk and show their student IDs (or other proof of enrollment) before entering the contest area. You may exit/re-enter the contest area as long as you keep wearing the ICPC T-shirt with your name tag on it.

No Photos

Do not take photos in the contest area. Only our staff can take pictures. The pictures that we take will be posted on the ICPC 2025 Yokohama web site.

Your Belongings for the Contest

During the contest, you may bring papers, drinks with closed caps, tissues, handkerchiefs, medicine, jackets, eyeglasses, and mascots **ONLY**. This means that you may NOT bring any kind of electronic/communication devices such as laptop computers, tablet computers, digital cameras, electronic calculators, digital dictionaries, USB memory sticks, watches, radios, mobile phones, smart phones, and pagers, except for the devices provided for the contest. Also, do NOT bring eyeglass cases or pencil cases. If you bring any of these, keep them all in your backpack, bags, etc., with the power turned off. Writing utensils will be provided on your table. There will be no cloakroom for 2025, but additional luggage space is available at the contest site. Please do not leave any valuables in this area.

Device Usage Restriction

You may only use the keyboard, mouse, and monitor attached to the contest computer. You may NOT touch (including opening or moving it) the computer. Even if the computer has a DVD drive, you may NOT use it. Also, you may NOT connect anything (such as USB thumb drives) to the computer, nor disconnect anything (such as the keyboard, mouse, cables or power source) from the computer.

File Creation Policy

You may only create or modify files under your home directory and in some other limited places such as /tmp. Any changes you make to the file system during the rehearsal will be cleared up before the contest begins.

Network Access Restriction.

During the contest (including rehearsal), do NOT try to access any computers other than the contest server.

English Only.

You can only use English when you ask questions to the contest staff during the contest.

Do NOT Communicate to the Coach(es) and Other Teams.

Do not make any contact with the coaches during the contest. Coaches will not be allowed into the contest area during the contest on Dec. 7. Any contact with contestants of other teams is also not allowed.

Do NOT Go to the Restroom by Yourself.

If you need to go to the restroom, ask a member of the contest staff to go with you. Please wait if the staff is away for other people.

Printing.

During the contest (including rehearsal), the contest staff will bring your printouts to you. You are NOT permitted to fetch your printouts from the printers (in a separate room) by yourself.

Bringing Printed Materials into the Contest Area.

You may bring any PRINTED material you wish, including books, language reference manuals, code printouts, contest problems and their solutions.

Snacks and Drinks.

Light snacks and drinks will be provided on your table. Be careful not to spill any drinks/snacks onto the table or the floor.

Rehearsal Information

Place your belongings under or beside your table.

There are four chairs at each table. They are for the three contestants and the coach for each team. If your team has more than one coach, please inform the nearby contest staff to provide additional chairs.

The rehearsal is for teams to practice in the same environment as the main contest.

The following items are on your table:

- A set of documents: contest information (this document), etc.
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- Two sealed envelopes

You may read the documents while waiting for the rehearsal to begin. However, you may NOT open the envelopes until instructed to do so.

Our staff will visit your table to take a team photo, including all members. Please help them out when they come to your table.

If you have any specific photo requests, please inform our camera staff when they visit your table.

Your tasks during the rehearsal.

- Get used to the contest environment (Linux OS, editors, etc.).
 - Check the editors and/or the IDE (Eclipse) that you will use in the contest.
 - Check the compilers that you will use in the contest.
 - Login to DOMjudge (the judge system) and submit an answer at least once to the judges.
 - Learn how to print on the contest environment. Try to print something at least once.
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Additional Notices.

Ask a staff member to take a team photo if you have not done it.

Regional Contest Information

Bring your student ID (or other document that serves as proof of enrollment) with you. Keep wearing the ICPC T-shirt with your name tag on it while you are in the contest area.

Be seated at the same table as you used in the rehearsal.

Place your belongings including backpacks and bags under or beside your table. Turn off all electronic devices, and put them into your bag.

There are three chairs at each table. Coaches may NOT enter the contest area.

Do not touch the computer until instructed to do so.

There is a sealed envelope on your table. Do not open it until instructed to do so.

Information from the Judges

Twelve problems are planned.

The problems are given in a random order.

Unlike previous contests, the first two problems (Problems A and B) are not guaranteed to be the easiest.

Interactive Problems

Interactive problems are the same as other problems in a way that your program will read from standard input and print results to standard output. The difference is, the standard input and output are connected to a special program (judge program), with which you have to communicate back and forth. Unlike other problems where the input text is fixed for each test case, the input varies based on your previous outputs.

With interactive problems, it is crucial to make sure the output is actually sent from your program. Please read “Output Buffering” section of the Judging Notes in ICPC World Finals for the details:

<https://docs.icpc.global/wp-content/uploads/2021/09/2020-21.JudgingNotes.Addendum.A4.pdf>

We will provide an interactive problem in the rehearsal session held the day before the contest.

Computing Environment

Hardware:

- Computer
 - Dell Latitude 3540
 - ✧ CPU: Core i5-1235U
 - ✧ RAM: 8 GB
 - ✧ SSD: 256 GB
- Display: 23.8-inch LED Wide Monitor
- Peripherals
 - US keyboard
 - ✧ Lenovo Preferred Pro USB Keyboard or Lenovo Preferred Pro II USB Keyboard
 - Note that Japanese layout keyboards are NOT provided in the contest.
 - Mouse

Software

Versions may be subject to change.

- OS: Ubuntu 24.04.3 LTS Linux (64 bit)
- Desktop: GNOME
- Editors
 - vim 9.1
 - gvim 9.1
 - emacs 29.3
 - GNOME Text Editor 46.3
 - kate 23.08.5
 - geany 2.0
 - Code::Blocks 20.03
 - Eclipse 2025-09 with CDT 12.2.0, PyDev 13.1.0
 - IntelliJ Idea Community Edition 2025.2.3
 - PyCharm Community Edition 2025.2
 - CLion 2025.2
 - The license is installed in the computer.
 - VSCodium 1.105.17017
- Languages
 - Java: OpenJDK 21
 - C/C++: GCC 13
 - Python3: Python 3.9.18 (implemented using PyPy 7.3.15)
 - Kotlin: 1.9.24
- Reference Docs: C++ docs, Java docs, Python3 docs, Pypy docs, Kotlin docs.

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Compiler Options:

The judge system use the following commands internally to compile and run the submitted programs. These commands are also available on your workstation.

Language	Commands
C	compilegcc / runc
C++	compileg++ / runcpp
Java	compilejava / runjava
Python3	compilepython3 / runpython3
Kotlin	compilekotlin / runkotlin

For your reference, below are how your programs will be compiled and run. "\$@" is substituted with your source file(s); "\$DEST" is the name of the binary (which is "./a.out" by default) and is chosen arbitrarily by the system.

Language	Commands
C	
Compile	gcc -x c -g -O2 -std=gnu11 -static -o"\$DEST" "\$@" -lm
Run	"\$DEST" < infile > outfile
C++	
Compile	g++ -x c++ -g -O2 -std=gnu++20 -static -o"\$DEST" "\$@"
Run	"\$DEST" < infile > outfile
Java	
Compile	javac -encoding UTF-8 -sourcepath . -d . "\$@"
Run ¹	java -Dfile.encoding=UTF-8 -XX:+UseSerialGC -Xss64m -Xms1920m -Xmx1920m MainClass < infile > outfile
Python 3 (PyPy)	
Compile ²	/usr/local/bin/pypy3 -m py_compile "\$@"
Run	/usr/local/bin/pypy3 "\$@" < infile > outfile
Kotlin	
Compile	kotlinc -d . "\$@"
Run ¹	kotlin -Dfile.encoding=UTF-8 -J-XX:+UseSerialGC -J-Xss64m -J-Xms1920m -J-Xmx1920m MainClass < infile > outfile

Notes:

1. DOMjudge will detect the main class automatically; you do not have to name it Main. See the DOMjudge team manual for details.
2. Python's "Compile" command only verifies the syntax. *.pyc files will not be used in the real run.