



HackerCup.zip



# Al-Powered Competitive Programming

My Hacker Cup Experience

Anton Pidkuiko · 2025.01.24



#### < > PROBLEMS

#### Name

∨ 🚞 A plus B

full\_in.txt

sample\_in.txt

sample\_out.txt

statement.txt

Fall in Line

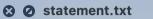
> 📄 Line by Line

> Line of Delivery (Part 1)

> Line of Delivery (Part 2)

> Sort array

> 📋 Walk the Line



## A plus B

Simply add two integers A and B.

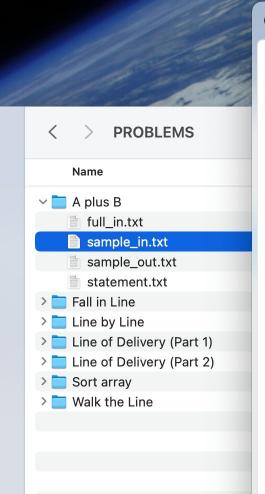
# Constraints  $(1 \le T \le 100)$   $(1 \le A, B \le 10^5)$ 

# Input Format

Input begins with an integer T, the number of test cases. Each case is a single line containing the integers A and B.

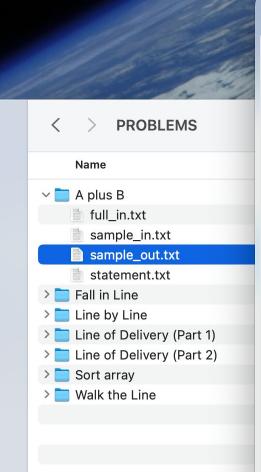
# Output Format
For the i-th test case, print "`Case #i:` " followed by A + B.

Û





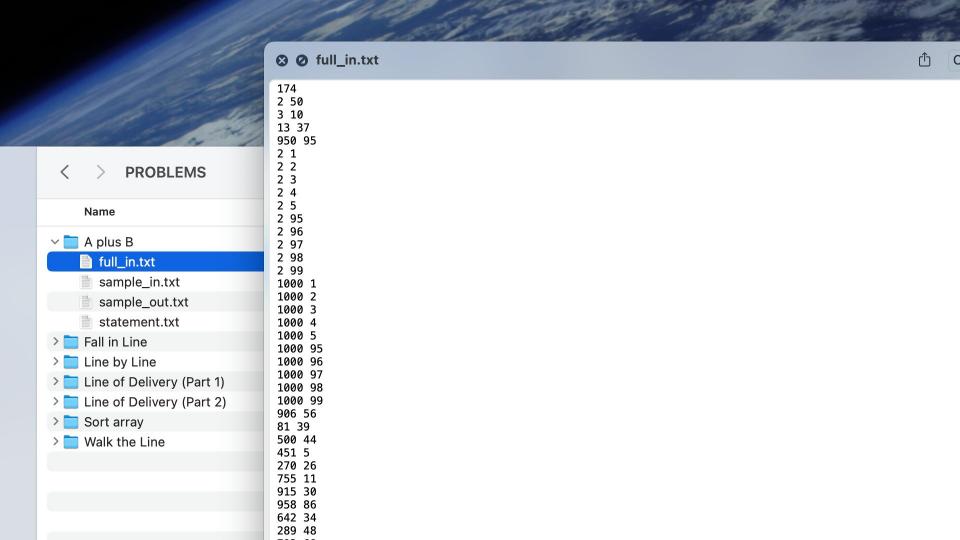


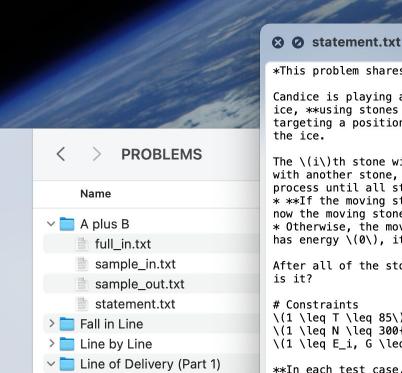


Case #2: 13 Case #3: 50 Case #4: 1045

Case #1: 52







full in.txt

> Sort array

> Walk the Line

sample in.txt

statement.txt

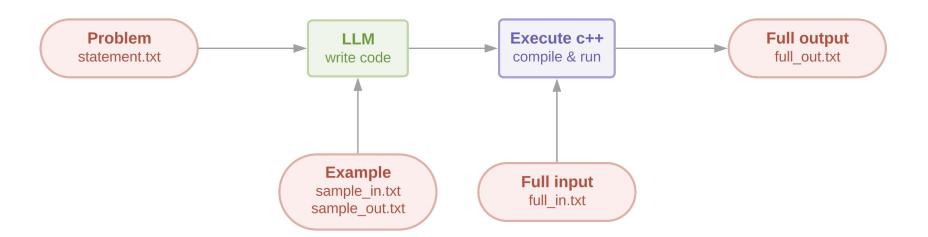
> Line of Delivery (Part 2)

sample out.txt

```
*This problem shares some similarities with problem D2, with key differences in bold.*
Candice is playing a solitaire game of [curling](https://en.wikipedia.org/wiki/Curling) on a \(1\)-dime
ice, **using stones of negligible size**. She will throw \(N\) stones (numbered \(1\) to \(N\)) from po
targeting a position \(G\) units to the right. In curling, though we say a stone is "thrown", it's actu
the ice.
The \langle (i \rangle)th stone will be thrown with energy \langle (E i \rangle), and will travel \langle (E i \rangle) units to the right unless
with another stone, in which case it will transfer its remaining energy to the stone it hits. Formally,
process until all stones are stationary:
* **If the moving stone is at the same position as a stationary stone, the moving stone stops, and the
now the moving stone with the remaining energy of the previous moving stone.**
* Otherwise, the moving stone moves (1) unit to the right and its energy is reduced by (1). If the
has energy \(0\), it becomes stationary.
After all of the stones are thrown, which stone is closest to the goal position \((G\)), and how far away
is it?
# Constraints
\(1 \leq T \leq 85\)
(1 \leq N \leq 300\{,\}000)
(1 \leq E_i, G \leq 1{,}000{,}000)
**In each test case, no two stones are thrown with the same energy.**
The sum of (N) across all test cases is at most (2\{,\}000\{,\}000).
# Input Format
Input begins with an integer (T), the number of test cases. Each case starts with a line that contain
(N) and (G). Then (N) lines follow, the (i)th of which contains (E i).
# Output Format
For the \(i\)th test case, print "`Case #i:` " followed by the index of the stone that ends up closest
```

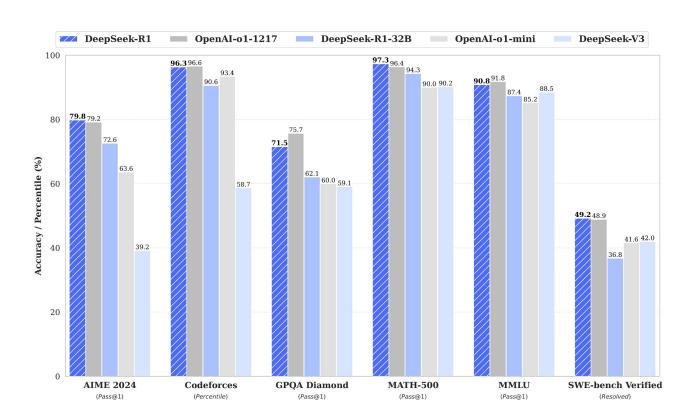
 $(G\setminus)$ , and how far away it is from  $\setminus (G\setminus)$ . If there's a tie, output the stone with the lowest index.

# **MVP**



# deepseek-ai/ DeepSeek-R1





#### New chat



write a nodejs script for my mac that solves a competitive programming problem using Deepseek LLM API

I want to call the script like this:

\$ node ./solve.js ./problem\_dir/



Y Thinking... ^

Okay, the user wants a Node.js script for their Mac that solves a competitive programming problem using the Deepseek LLM API. The script should be called with a problem directory, which contains several files like the problem statement, input examples, and full inputs/outputs. Let me break down the requirements.

First, the script needs to read the problem statement from problem\_dir/problem\_statement.txt. Then, it should send this to the Deepseek LLM API to generate the C++ code. Once the code is generated, the script has to compile and run it against the sample inputs (sample\_in.txt) to check if the output matches sample\_out.txt. If it does, proceed to run the code with the full input (full\_in.txt) and write the result to full\_out.txt.

Hmm, I need to consider how to structure the script. Let's start by requiring necessary modules like fs for file handling, child\_process for executing commands, and maybe axios for API calls. Wait, the user mentioned Deepseek LLM API. I need to check if they have an API key. Oh right, the script should include the API key, so the user needs to set it as an environment variable.

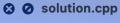
```
JS solve.js
JS solve.js > ☆ main > [ø] requiredFiles
       async function main() {
           // Read problem files
           const [statement, sampleIn, sampleOut] = await Promise.all([
               fs.readFile(path.join(problemDir, 'statement.txt'), 'utf8'),
               fs.readFile(path.join(problemDir, 'sample_in.txt'), 'utf8'),
               fs.readFile(path.join(problemDir, 'sample_out.txt'), 'utf8')
           1);
           // Generate solution code
           const prompt = `Write a C++ solution for this programming problem.
       The code must read from stdin and write to stdout. Ensure it passes the sample test case.
       Problem Statement:
       ${statement}
       Sample Input:
       ${sampleIn}
       Sample Output:
       ${sampleOut}
       Provide only the C++ code in a code block.';
```

try {





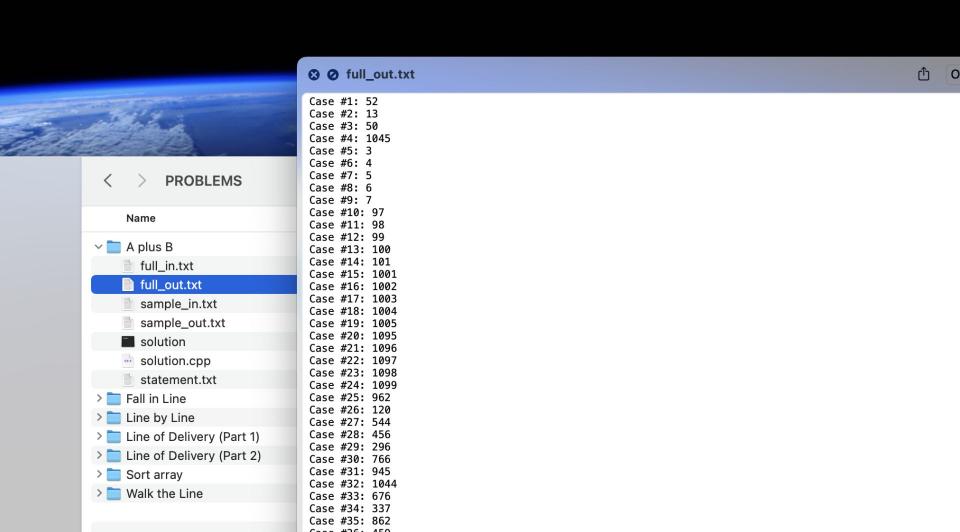


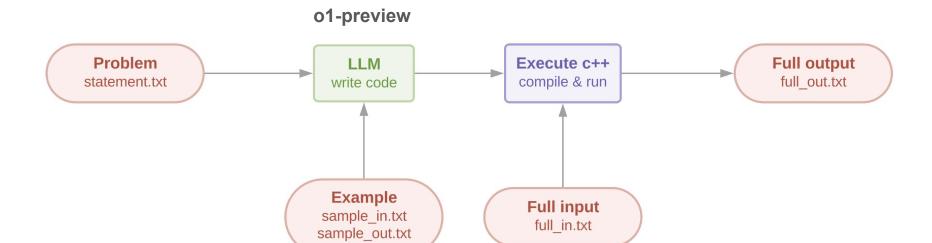


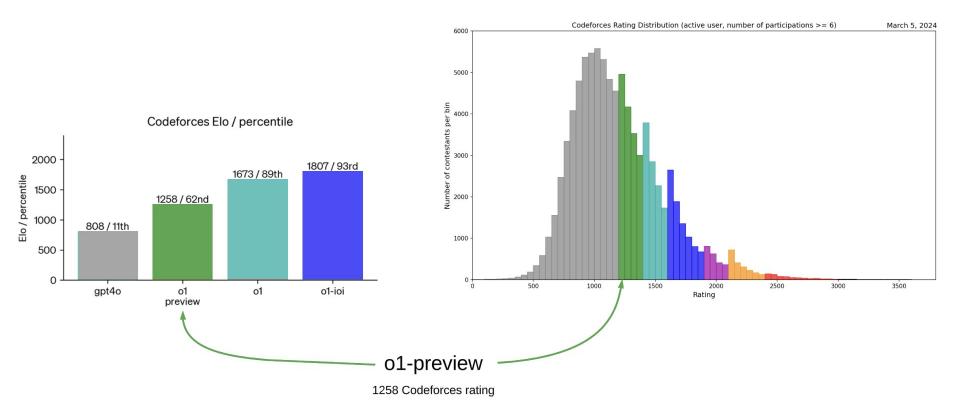
```
PROBLEMS
    Name

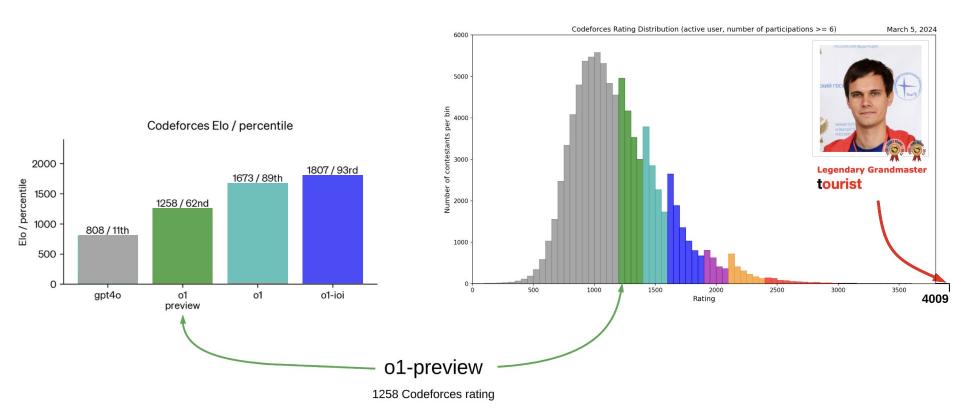
✓ ■ A plus B
    full_in.txt
    full_out.txt
    sample_in.txt
    sample_out.txt
    solution
    solution.cpp
      statement.txt
  Fall in Line
> ine by Line
> Line of Delivery (Part 1)
> Line of Delivery (Part 2)
> Sort array
> Walk the Line
```

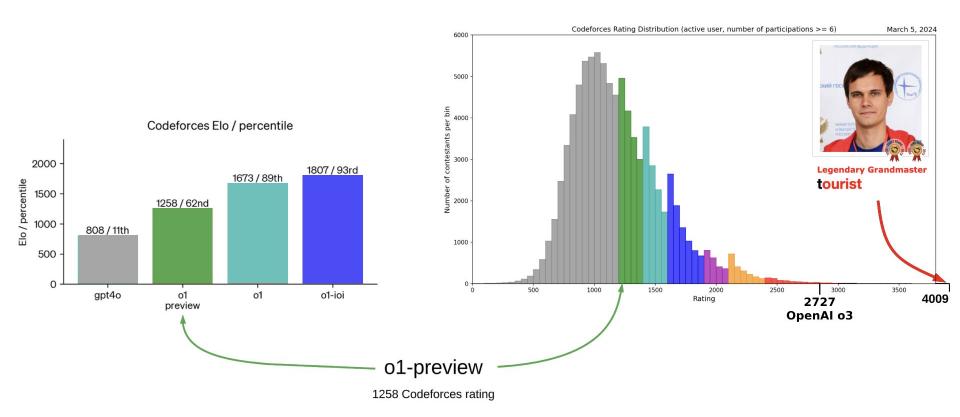
```
#include <iostream>
using namespace std;
int main() {
    int T;
    cin >> T;
    for (int i = 1; i <= T; ++i) {
        int A, B;
        cin >> A >> B;
        cout << "Case #" << i << ": " << A + B << endl;
    return 0;
```

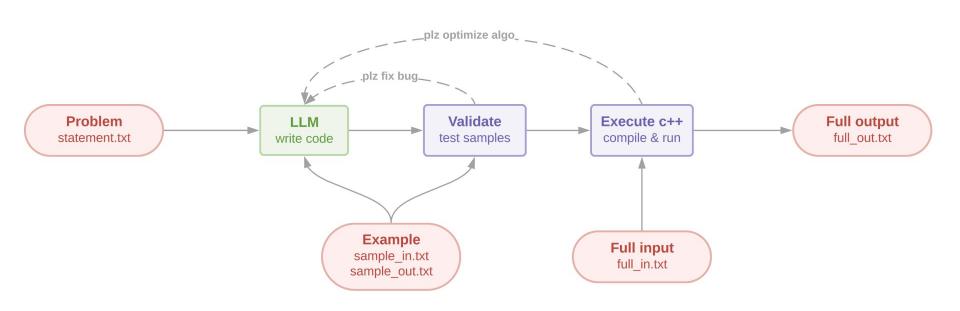














below is the code that solves a competitive programming problem using LLM.

it works fine but I need you to make a more advanced version of it:

- 1) before computing the answer, validate the solution using the sample file (simply compare the expected result with output)
- 2) if something goes wrong (wrong answer or compilation error or execution takes longer than 10 sec) send error back to the LLM thread, asking model to fix their code.

think hard how to refactor it nicely with OOP. I just want to launch the cli script and get my full\_out.

# THE CODE:

import path from 'path';









```
process.exit(1);
   try {
     const solver = new ProblemSolver(problemDir);
     await solver.solve();
     console.log('Successfully generated solution.cpp and full_out.txt');
   } catch (error) {
     console.error('Error:', error.message);
     process.exit(1):
 main().catch(err => {
   console.error('Unexpected error:', err);
   process.exit(1):
Key improvements and structure:
 1. OOP Design: Encapsulated all problem-solving logic in the ProblemSolver class
 2. Error Handling: Added custom error types and detailed error reporting
 3. Validation Pipeline:

    Compilation check

    Sample input/output validation

    Timeout handling (10 seconds)

 4. Retry Mechanism: Up to 3 attempts with error feedback to LLM
```

```
5. Modular Methods: Each step (code generation, compilation, validation) has dedicated methods
```

```
6. Improved Error Messages: Clear error context sent back to LLM for better fixes
```

```
7. File Management: Centralized file paths and validation
```

node solve.js ./problem dir/

```
Usage remains the same:
```

```
bash
                                                                                                     Copy
```

```
const response = completion.choices[0].message.content;
const codeBlock = response.match(/```cpp\n([\s\S]+?)\n```/);
if (!codeBlock) {
  throw new ProblemSolverError('No code block found in LLM response');
```

path.join(this.problemDir, 'solution.cpp'),

const completion = await this.openai.chat.completions.create({

throw new ProblemSolverError(`Failed after \${this.maxAttempts} attempts`);

async solve() {

trv {

return; } catch (error) { this.handleError(error); this.attempts++;

async generateCode() {

await fs.writeFile(

this.messages.push({

role: 'assistant', content: response

const result = spawnSync('g++', [

codeBlock[1]

compileCode() {

'-std=c++17', '-o', 'solution',

console.log(this.messages)

model: "deepseek-reasoner", messages: this.messages,

await this.initialize();

this.compileCode():

while (this.attempts < this.maxAttempts) {</pre>

await this.generateCode();

await this.validateSample();

await this.processFullInput();

# Scoreboard - Round 3 - Al Track

R. Least Commo

A. Set Cover

C: Coin Change

F1. All Triplets S

F2: All Triplets S

Score Total Time

Rank

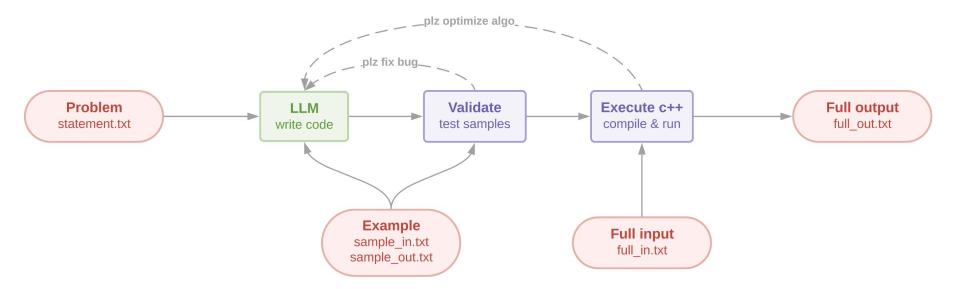
Contestant

Rank	Contestant	Score	lotal lime	A: Set, Cover	B: Least Commo	C: Coin Change	D: MIN-TIOW Max	E1: All Triplets S	EZ: All Triplets S
1	Artigenz Coders	22	0:10:19	8		<b>Ø</b>		8	8
2	Anton Pidkuiko (anton10xr)	0	0:00:00	8		8			
2	Artigen Coders	0	0:00:00						
2	David Tittsworth	0	0:00:00						
2	🕥 🥔 Elizabeth Lijia Hong (MakingItHappen)	0	0:00:00					8	
2	Geremie Yeo Yun Siang (Geremie Yeo + Sa	0	0:00:00	8	8	8		8	8
2	Kateryna Lytvynets	0	0:00:00	8					
2	🔤 🚇 Maheswari Rajendran	0	0:00:00						
2	Maksym Bidnyi	0	0:00:00	8	8	8		8	
2	Mridul Kumar	0	0:00:00						
2	Nitin Gandem	0	0:00:00						
2	Qi Tang	0	0:00:00						
2	Ryoga Tanaka (evimalab)	0	0:00:00	8	8				
2	🔤 备 Siva Kishore SK (Project Ramanujan)	0	0:00:00					8	
2	Dongqi Huang	0	0:00:00		8	8	<b>S</b>		
2	Tong Hui Kang (huikang)	0	0:00:00			8			
2	🚫 🎒 Yi Han	0	0:00:00	8				8	8

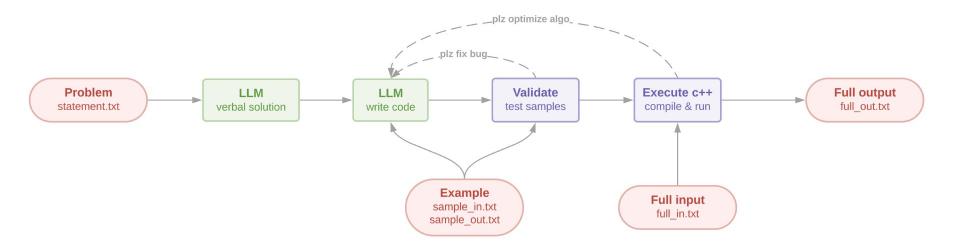
# Scoreboard - Round 3 - Human Track

Rank	Contestant	Score	Total Time	A: Set, Cover	B: Least Commo	C: Coin Change	D: Min-flow Max	E1: All Triplets S	E2: All Triplets S
1	🧱 👺 Benjamin Qi (Benq)	96	8:07:22	<b>②</b>	<b>O</b>	•	•	•	
2	🕳 छ Максим Гороховский (maksim1744)	78	7:33:35	9	<b>O</b>	•		•	•
3	🔇 🧼 Ziqian Zhong	78	7:54:09	<b>②</b>	•	<b>②</b>		•	•
4	🔇 🧔 Yuhao Du (apiad)	78	9:06:51	•	<b>O</b>	•		0	•
5	⑤ 鄭 邓明扬 (Slime)	78	11:37:37	•	•	•		•	•
6	🕳 🐌 Mateusz Radecki (Radewoosh)	74	4:55:42	•	<b>O</b>	•		•	
7	Neal Wu	74	5:04:54	•	<b>©</b>	•		•	
8	👀 🍪 조승현 (ainta)	74	5:11:18	<b>②</b>	•	<b>②</b>		•	8
9	Nishimoto Masaki (maspy)	74	5:32:25	<b>②</b>	•	<b>②</b>		•	8
10	👛 💄 박상수 (molamola)	74	6:10:15	<b>②</b>	<b>©</b>	<b>②</b>		•	8
11	Ivan Safonov (isaf27)	74	6:28:06	<b>②</b>	•	<b>②</b>		•	
12	Wojtek Nadara (Swistakk)	74	7:35:55	<b>②</b>	<b>O</b>	•		•	
13	<ul> <li>Yui Hosaka (hos.lyric)</li> </ul>	74	7:37:12	<b>②</b>	•	•		•	
14	Harris Leung (Xopowo)	74	8:39:46	•	•	•		0	8
15	🚞 🐝 Andrew He (ecnerwala)	61	5:04:30	•		•		<b>②</b>	•
16	Hirotaka Isa (HIR180)	57	4:30:59	8	•	•		•	8
17	Ilya Kornakov (ilyakor)	57	5:19:00	8	•	•		0	8

# Break down the problem



# Break down the problem





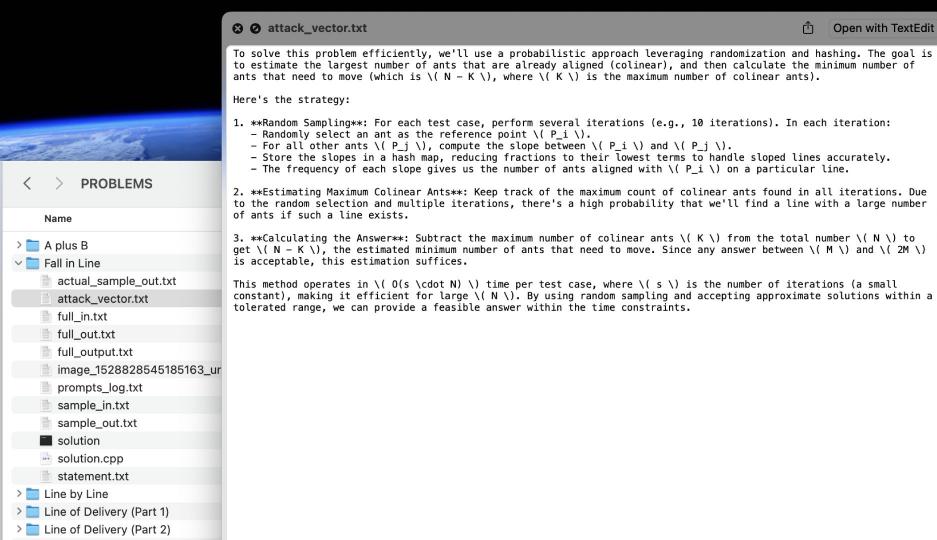
Below is the code that solves a competitive programming problem using LLM. it works fine but I need you to make a more advanced version of it: instead of asking to write the solution c++ code directly, use two LLM prompts: 1) writes VERBAL description of the solution, including big O notation 2) uses the description to write the c++ solution # CURRENT CODE: import path from 'path'; import fs from 'fs/promises'; import { spawnSync } from 'child\_process';

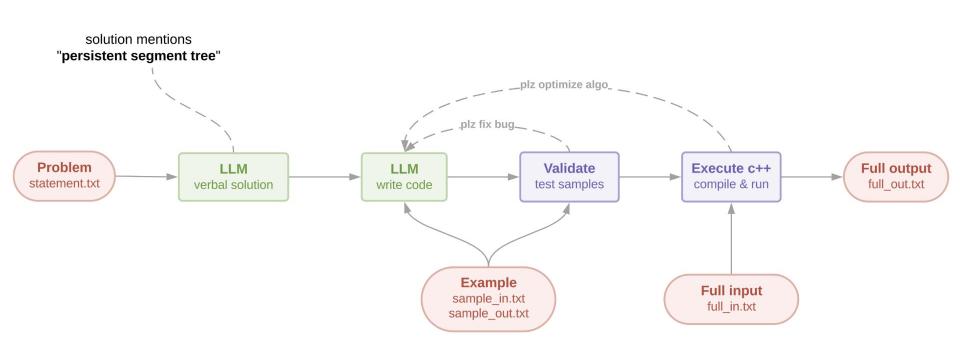


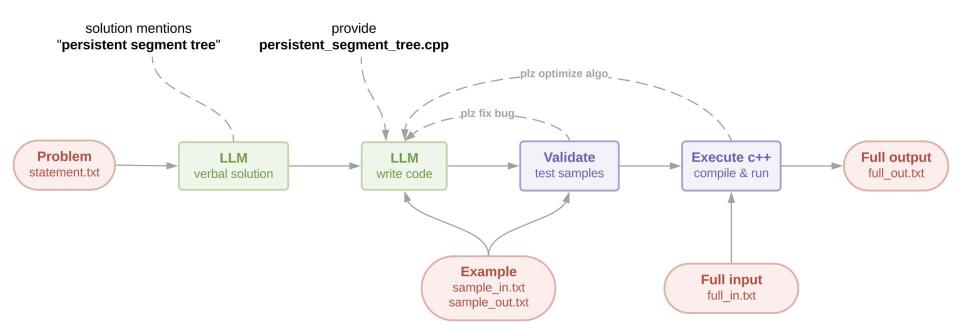
⊕ Search

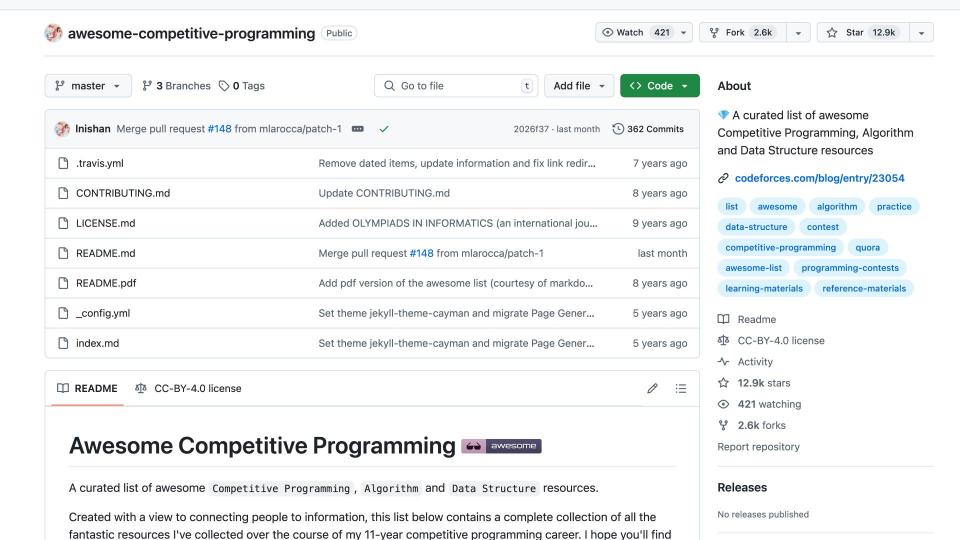












```
B
                                                                                                                                       \square
                                     • fenwick tree 2d.cpp ×

✓ ALGO_RAG_DATA

                                     data_structure > Genwick_tree_2d.cpp
                                            // Efficient implementation of Fenwick 2D
 > combinatorics
                                            /**

✓ data structure

                                             * Description: Computes sums a[i,j] for all i<I, j<J, and increases single elements a[i,j].
  binary_heap_indexed.cpp
                                             * Requires that the elements to be updated are known in advance (call fakeUpdate() before init(
  binary trie.cpp
                                             * Time: $0(\log^2 N)$. (Use persistent segment trees for $0(\log N)$.)
  cartesian_tree.cpp
  centroid_decomposition.cpp
  disjoint_sets_ranked.cpp
                                            struct FT2 {
  disjoint_sets.cpp
                                              vector<vi> vs; vector<FT> ft;
                                              FT2(int limx) : ys(limx) {}
  disjoint_sparse_table.cpp
                                              void fakeUpdate(int x, int y) {
  dsu.cpp
                                                for (; x < sz(ys); x = x + 1) ys[x].push_back(y);
  fenwick_2d.cpp
  fenwick_tree_2d.cpp
                                              void init() {
  fenwick_tree_interval.cpp
                                                for (vi& v : ys) sort(all(v)), ft.emplace_back(sz(v));
  fenwick_tree_on_map.cpp
                                              int ind(int x, int y) {
  G fenwick tree.cpp
                                                return (int)(lower_bound(all(ys[x]), y) - ys[x].begin()); }
  fenwick.cpp
                                              void update(int x, int y, ll dif) {
  hash_map.cpp
                                                for (; x < sz(ys); x |= x + 1)
  heavy_light_decomposition.cpp
                                                  ft[x].update(ind(x, y), dif);
  @ heavy_light.cpp
                                              ll query(int x, int y) {
  kd_tree.cpp
                                                ll sum = 0;
  KDtree.cpp
                                                for (; x; x \&= x - 1)
  lazy_segment_tree.cpp
                                                  sum += ft[x-1].query(ind(x-1, y));

← LCA RMQ.cpp

                                                return sum;
  C+ LCA.cpp
```

```
FILE: algo rag data/graph/MaxFlowHLPP.h | TITLE: Classic MaxFlow Algorithm
FILE: algo_rag_data/graph/MaxFlowPR.h | TITLE: Max flow: Push relabel in O(V^2 E^0.5) with gap heuristic |
FILE: algo rag data/graph/MinCostMaxFlowPR.h | TITLE: Min Cost Max Flow PR
FILE: algo rag data/graph/MinCostMaxFlowSPFA.h | TITLE: Min Cost Max Flow - SPFA |
FILE: algo rag data/graph/MinimumCut.h | TITLE: Minimum cut between every pair of vertices (Stoer Wagner) |
FILE: algo rag data/graph/StableMarriage.h | TITLE: Matching algorithm. COMPLEXITY: M^2 |
FILE: algo rag data/graph/StronglyConnected.h | TITLE: build DAG of strongly connected components. Returns: adjacency list of DAG |
FILE: algo_rag_data/graph/articulation_points.cc | TITLE: Block-Cut Tree (Articulation points / Biconnected components)
FILE: algo_rag_data/graph/betweenness_centrality.cc | TITLE: Betweenness centrality of undirected unweighted graph (Brandes) |
FILE: algo rag data/graph/bfs using map.h | TITLE: BFS using map, so extra log factor
FILE: algo rag data/graph/bipartite_coloring.h | TITLE: Bipartite coloring (color graph with 2 colors)
FILE: algo rag data/graph/bipartite edge coloring.h | TITLE: returns vector of {vertex, id of edge to vertex} |
FILE: algo rag data/graph/bipartite matching.cc | TITLE: Ford-Fulkerson' maximum bipartite matching
FILE: algo rag data/graph/bridge.cc | TITLE: Bridge-Block Tree (Bridge / Two-edge connected component)
FILE: algo rag data/graph/chromatic number.cc | TITLE: Exact Algorithm for Chromatic Number
FILE: algo_rag_data/graph/cycle_enumeration.cc | TITLE: Hawick and James' cycle enumeration
FILE: algo rag data/graph/dijkstra.h | TITLE: Dijkstra |
FILE: algo_rag_data/graph/dominator_tree.cc | TITLE: Dominator Tree (Lengauer-Tarjan)
FILE: algo_rag_data/graph/dynamic_reachability_dag.cc | TITLE: Italiano's dynamic reachability data structure for DAG |
FILE: algo rag data/graph/euler tour tree.cc | TITLE: Euler Tour Tree
FILE: algo_rag_data/graph/eulerian_path_undirected.cc | TITLE: Undirected Eulerian Path (Hierholzer's algorithm) |
FILE: algo rag data/graph/find triangles.h | TITLE: Find all cycles of length 3 (a.k.a. triangles) |
FILE: algo_rag_data/graph/floyd.h | TITLE: Floyd algorithm
FILE: algo rag data/graph/ford bellman.h | TITLE: Ford Bellman, O(N*M)
FILE: algo_rag_data/graph/gabow_edmonds.cc | TITLE: General Graph Matching (Gabow-Edmonds)
FILE: algo rag data/graph/hamilton cycle ore.cc | TITLE: Hamilton Cycle for graphs with Ore condition |
```

Look at the list and give {files: [..]} to include for code generation



Below is the code that solves a competitive programming problem using LLM.

it works fine but I need you to make a more advanced version of it:

I want to help the system solving problems by including implementation of relevant algorithms & data structures. I put

200 correct c++ snippets into the dir ./algo\_rag\_data/[category]/[algo name].cpp

The first line always has comment // with the title of the algo.

Please add one more JSON LLM call to determine which knowledge items to use. Give it list of all items like this:

| FILE: ./data\_structure/fenwick\_tree\_2d.cpp | TITLE: Efficient implementation of Fenwick 2D |

| FILE: ./graphs/dijkstra.cpp | TITLE: Dijkstra algorithm |

If based on initial description any of these items are needed, include such files into the code gen prompt.

Additionally, think how to refactor the code a bit, to make it more straightforward and avoid duplication.

# CURRENT CODE:

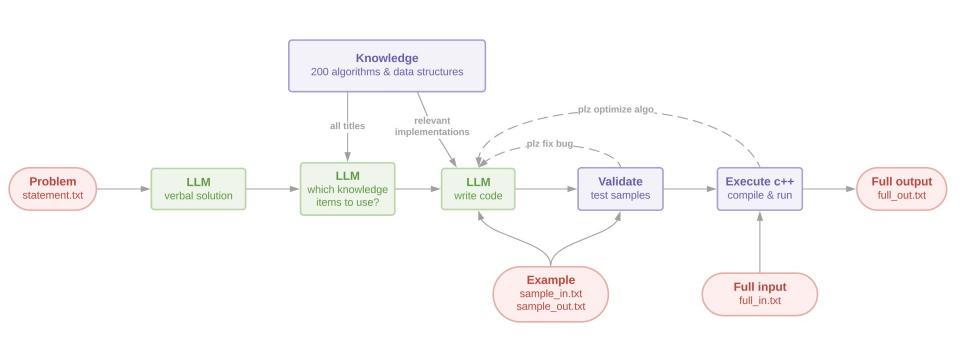
import path from 'path';













Below is the code that solves a competitive programming problem using LLM. it works fine but I need you to make a more advanced version of it:

There are sample\_in.txt and sample\_out.txt used for validation. Use LLM to manually generate synthetic\_sample\_in.txt and synthetic\_sample\_out.txt in similar format, focusing on the problem edge cases.

The test should be generated IN PARALLEL to the solution.

Additionally, think how to refactor the code a bit, to make it more straightforward and avoid duplication.

```
# CURRENT CODE:
```

...

import path from 'path';
import fs from 'fs/promises';
import { spawnSync } from 'child\_process';

(f) Search





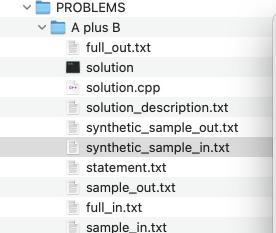


```
main().catch(err => {
  console.error('Unexpected error:', err);
 process.exit(1);
```

#### **Explanation**

- 1. Synthetic Test Generation: The generateSyntheticTests method uses the LLM to create edge case test cases. These are saved to synthetic\_sample\_in.txt and synthetic\_sample\_out.txt.
- 2. Code Refactoring: The runSolution method centralizes the execution of the solution code, reducing redundancy. The validateAllSamples method runs both original and synthetic tests, enhancing validation coverage.
- 3. Error Handling: Errors during validation are augmented with test case context, improving debugging feedback. This helps the LLM understand which test case failed, facilitating iterative code correction.
- 4. Parallel Processing: Synthetic tests are generated during initialization, ensuring they are
- from the first iteration. This approach ensures that the solution is robust, efficient, and handles edge cases effective clean and maintainable code structure.

validation as soon as the solution code is generated. This parallel approach ensures comp



synthetic\_sample\_in.txt

6

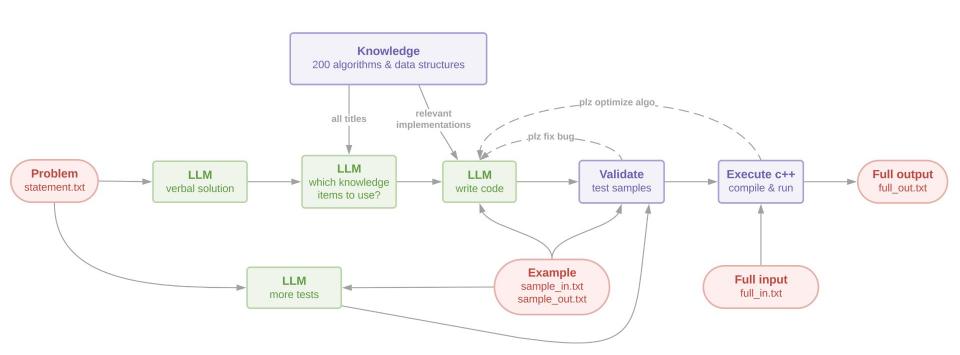
1 1

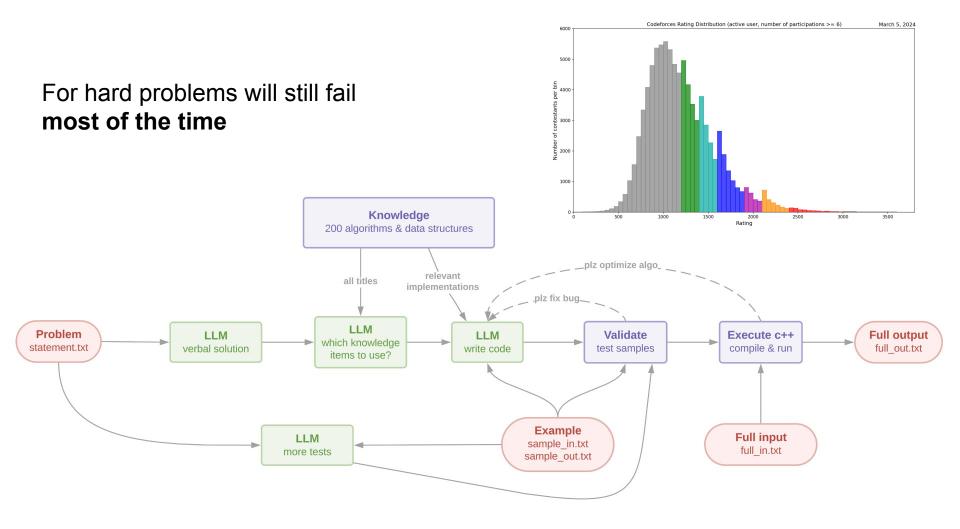
1 100000

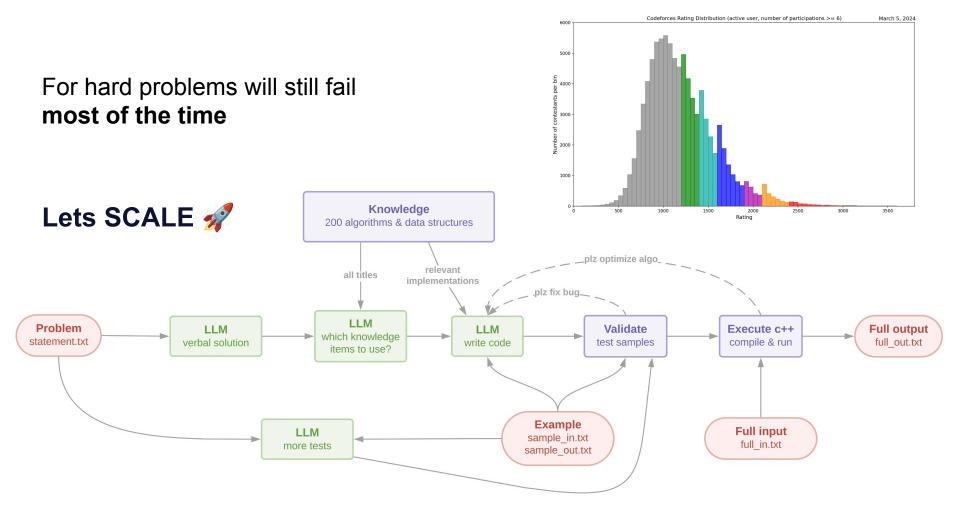
100000 1

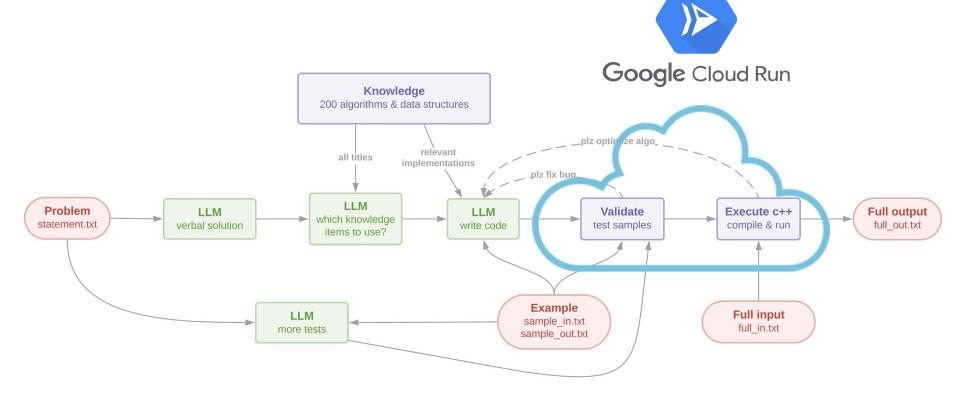
100000 100000 99999 1

50000 50000











Below is the code that solves a competitive programming problem using LLM.

it works fine but I need you to make a more advanced version of it:

I don't like executing unreviewed C++ code on my machine and want to move it to Google Cloud Run lambdas.

Please create a separate gcloud run that takes C++ code, input data - it compiles it, executes and returns the output

data. Teach me how to deploy this code and use the service url in my file

Additionally, think how to refactor the code a bit, to make it more straightforward and avoid duplication.

```
# CURRENT CODE
```

. . .

import path from 'path';
import fs from 'fs/promises';

import { spawnSync } from 'child\_process';









I'll help you create the Cloud Run service and refactor the code. Here's the step-by-step solution:

1. First, let's create the Cloud Run service:

server.js (Cloud Run Service)

```
javascript
                                                                                                     Copy
import express from 'express';
import { spawnSync } from 'child_process';
import { tmpdir } from 'os';
import { join } from 'path';
import { writeFile, rm } from 'fs/promises';
const app = express();
app.use(express.json());
app.post('/execute', async (req, res) => {
   const { code, input, timeout = 10000 } = req.body;
   const tempDir = tmpdir();
   const cppFile = join(tempDir, 'solution.cpp');
   const exeFile = join(tempDir, 'solution');
       await writeFile(cppFile, code);
       const compile = spawnSync('g++', [
           '-o', exeFile,
           cppFile
       if (compile.status !== 0) {
           return res.status(400).json({
               error: 'CompilationError'.
               message: compile.stderr
       const execution = spawnSync(exeFile, {
           input,
           timeout: parseInt(timeout)
       if (execution.error?.code === 'ETIMEDOUT') {
           return res.status(400).json({
               error: 'TimeoutError',
               message: `Execution timed out after ${timeout}ms`
        if (execution status !== 0) {
```

```
});

const port = process.env.PORT || 8080;

app.listen(port, () => {
    console.log(`Service running on port ${port}`);
});
```

#### Dockerfile

```
dockerfile Copy
FROM node:20-alpine

RUN apk add --no-cache build-base

WORKDIR /app
COPY package*.json ./
RUN npm install
COPY .

CMD ["node", "server.js"]
```

2. Deploy to Cloud Run:

```
bash Copy

# Build and tag the image
gcloud builds submit —tag gcr.io/YOUR_PROJECT_ID/cpp-executor

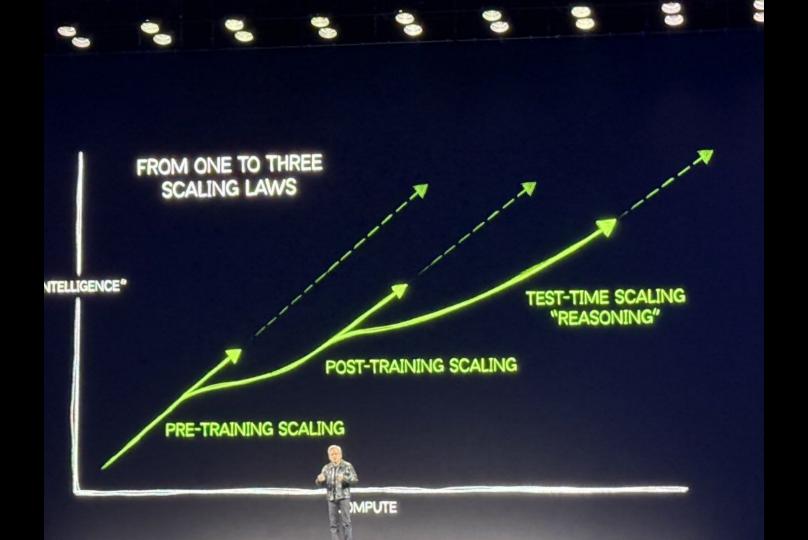
# Deploy the service
gcloud run deploy cpp-executor \
--image gcr.io/YOUR_PROJECT_ID/cpp-executor \
--platform managed \
--allow-unauthenticated \
--memory 2Gi \
--timeout 900
```

3. Here's the refactored ProblemSolver class with Cloud Run integration:

#### refactored ProblemSolver.is





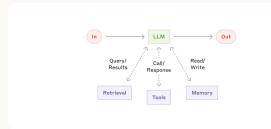


## Stackfish - Competitive Programming Solver



#### Building block: The augmented LLM

The basic building block of agentic systems is an LLM enhanced with augmentations such as retrieval, tools, and memory. Our current models can actively use these capabilities—generating their own search queries, selecting appropriate tools, and determining what information to retain.



The augmented LLM

#### Workflow: Routing

Routing classifies an input and directs it to a specialized followup task. This workflow allows for separation of concerns, and building more specialized prompts. Without this workflow, optimizing for one kind of input can hurt performance on other inputs.



The routing workflow

#### Workflow: Orchestrator-workers

In the orchestrator-workers workflow, a central LLM dynamically breaks down tasks, delegates them to worker LLMs, and synthesizes their results.



The orchestrator-workers workflow

#### Workflow: Evaluator-optimizer

In the evaluator-optimizer workflow, one LLM call generates a response while another provides evaluation and feedback in a loop.



The evaluator-optimizer workflow

#### Workflow: Prompt chaining

Prompt chaining decomposes a task into a sequence of steps, where each LLM call processes the output of the previous one. You can add programmatic checks (see "gate" in the diagram below) on any intermediate steps to ensure that the process is still on track.

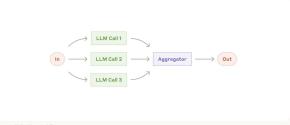


The prompt chaining workflow

#### Workflow: Parallelization

LLMs can sometimes work simultaneously on a task and have their outputs aggregated programmatically. This workflow, parallelization, manifests in two key variations:

- Sectioning: Breaking a task into independent subtasks run in parallel.
- Voting: Running the same task multiple times to get diverse outputs.



The parallelization workflow

## Learn more about agents

