

### **PLATFORME**

For every platform  $P$  and each of its two ends, imagine extending a pillar downwards from that end. Of all platforms below platform  $P$ , the pillar will end on the highest platform whose horizontal coordinates contain the coordinate of the end. The result is the sum of lengths of all pillars.

### **NIKOLA**

We model the problem as a shortest path problem in a graph in which the state is an ordered pair (square, jumplen), where "square" is the square at which Nikola is located and "jumplen" is the length of the preceding jump.

From state (square, jumplen) Nikola can move to state (square-jumplen, jumplen) moving backwards, or to state (square+jumplen+1, jumplen+1) moving forwards, assuming these jumps don't move him out of the playing area.

Notice that the graph is acyclic (meaning that there is no way to visit a state twice while traversing the graph), because forward jumps increase the "jumplen" parameter. Because of this, the length of the shortest path can be calculated with dynamic programming.

Let the function  $\text{opt}(\text{square}, \text{jumplen})$  represent the smallest cost for Nikola to get from square "square" to square  $N$ , if the preceding jump was of length "jumplen".

Here's how to calculate the value of the function:

- For  $\text{square} < 1$  or  $\text{square} > N$ ,  $\text{opt}(\text{square}, \text{jumplen}) = \infty$ ;
- For  $\text{square} = N$ ,  $\text{opt}(\text{square}, \text{jumplen}) = \text{fee}[N]$ ;
- Otherwise,  $\text{opt}(\text{square}, \text{jumplen}) = \text{fee}[\text{square}] + \min\{\text{opt}(\text{square}-\text{jumplen}, \text{jumplen}), \text{opt}(\text{square}+\text{jumplen}+1, \text{jumplen}+1)\}$

The solution is then  $\text{opt}(2, 1)$ .

### **KUHAR**

Let us first solve the following subproblem: how many dollars must we pay to buy  $G$  units of some ingredient?

This subproblem is easily solved by trying all possible numbers of large packages and calculating the number of small packages needed to achieve  $G$  units. The solution is the smallest cost over all choices for the number of large packages.

Now we can check if we have enough ingredients for  $S$  servings of the meal. For each ingredient we know how many units we need for  $S$  servings and we can calculate the cost for that many servings using the above algorithm. If we have enough money to buy all needed ingredients, then we can prepare  $S$  servings.

A solution that increments  $S$  while we can prepare  $S$  servings will score 90% points. To obtain the full score, use binary search to find the largest  $S$  such that we can prepare  $S$  servings.

### **JEDNAKOST**

We solve the problem with dynamic programming. Consider the digits in left to right order, deciding where to place addition operators, keeping track of how much of the sum we still need to account for. The state is an ordered pair (position, remaining sum).

The smallest number of addition operations can be calculated as follows:

- For  $\text{sum} < 0$ ,  $\text{opt}(\text{position}, \text{remaining sum}) = \infty$ ;
- For  $\text{position} = N$  and  $\text{remaining sum} > 0$ ,  $\text{opt}(\text{position}, \text{remaining sum}) = \infty$ ;
- For  $\text{position} = N$  and  $\text{remaining sum} = 0$ ,  $\text{opt}(\text{position}, \text{remaining sum}) = 0$ ;
- Otherwise,  $\text{opt}(\text{position}, \text{remaining sum}) =$   
 $\min \{ \text{opt}(i+1, (\text{remaining sum}) - \text{number}(\text{position}..i)), \text{ for } \text{position} \leq i \leq N \}$ ,  
where  $\text{number}(A..B)$  is the number represented by digits A through B (inclusive).

After calculating and storing the values, the above relation can be used to reconstruct the solution. For implementation details see the official source code.