

## Cruise: solution

The first observation is that the optimal cruise will always be the convex hull of a subset of the islands (including Piraeus).

Now, the objective function  $\frac{P}{D}$  is hard to deal with directly, since it is not linear (Here  $P$  is the sum of points collected and  $D$  the total distance). So, instead of directly finding the optimal ratio  $\frac{P}{D}$ , we can ask the question  $\frac{P}{D} \geq C?$ , for some  $C$ . This is equivalent to checking  $P - C \cdot D \geq 0$ , which is linear! So it suffices to find the maximum value of  $f = P - C \cdot D$ , over all possible routes, since then we can find the answer by binary searching for the maximum  $C$ .

This is much better, since we can use dynamic programming to find the maximum value. Sort all islands by angle around the origin (Piraeus). (Suppose 1 is the index of the origin). Let  $dp(i)$  be the maximum value of  $f$  for routes that begin at 1, end at  $i$ , and use only islands in  $\{1, \dots, i\}$ . Then we have that  $dp(i) = \max_{j < i} (dp(j) + cnt(i, j) - C \cdot dist(i, j))$ , where  $cnt(i, j)$  is the total sum of points inside the triangle  $(1, i, j)$  and  $dist(i, j)$  the euclidean distance between islands  $i$  and  $j$ . Directly applying this recurrence relation, we get a solution with complexity  $O(N^3 \log ANS)$  that scores 58 points.

In order to improve it further, we have to precompute the values  $cnt(i, j)$ . It turns out that we can do this in time  $O(N^2 \log N)$ . We just have to sum the points of islands that lie inside the triangle  $(1, i, j)$ . In fact, we need to sum islands that are between  $i$  and  $j$  in our angle ordering, and also lie "to the left" of the segment  $(i, j)$ . The first two can be ensured by the order in which we compute the values  $cnt(i, j)$ . The third one needs some data structure that can maintain sums. The simplest option is to use a Binary Indexed Tree, indexed by angle. In order to use it, for fixed  $i$ , we should first sort points by angle around  $i$ , and then just query the BIT for the sum of points  $k$ , such that  $angle(i, k) \leq angle(i, j)$ , and update accordingly.

This solution has complexity  $O(N^2 \log ANS)$  and scores 100 points.