

# Analysis: Interleaved Output: Part 1

## Test Set 1

One way of approaching this test set is to try all ways of assigning pairs of characters in the string (an uppercase  $I$  or lowercase  $i$  followed by an uppercase  $O$  or lowercase  $o$ ) to particular computers, and in each case, recursively check whether the remaining string could have been produced. If, at any point during our check, our string starts with an uppercase  $O$  or lowercase  $o$ , then the string is invalid and we can abandon that branch of the search.

For example, if we have  $IoiO$ , we can try assigning the uppercase  $I$  and the uppercase  $O$  to an  $IO$  computer, then recursively check the remaining  $oi$  and find that it's invalid, then try instead assigning the uppercase  $I$  and lowercase  $o$  to an  $Io$  computer, and so on. Finally, find the largest possible number of advertisements of  $IO$ , across all valid assignments.

## Test Set 2

The above strategy is too slow for Test Set 2 because there are too many possible pairs to check. Let's look for a simpler strategy.

As we scan through a string, whenever we encounter an uppercase or lowercase  $O$ , we must find a previous unused uppercase or lowercase  $I$  to pair it with (implicitly claiming that a particular computer printed both of those characters). Intuitively, to find an interpretation that maximizes the number of times  $IO$  is advertised, we would like to do the following as much as possible:

- Preferentially pair an uppercase  $O$  with an uppercase  $I$ , rather than with a lowercase  $i$
- Preferentially pair a lowercase  $o$  with a lowercase  $i$ , rather than with an uppercase  $I$

However, we may not always be able to get what we want! For example, suppose we are scanning through the input  $IoiO$ . When we reach the lowercase  $o$ , we have no choice but to pair it with the preceding  $I$ .

We can prove, though, that if we adhere to the above preferences whenever we have a choice, we will find the correct answer. Suppose we are carrying out this method, and we reach an uppercase  $O$  — call it  $O_1$  — that we can match to either some previous unmatched uppercase  $I$  — call it  $I_{\text{prev}}$  — or some previous unmatched lowercase  $i$  — call it  $i_{\text{prev}}$ . Suppose we choose to match  $O_1$  with  $i_{\text{prev}}$ . Then we must eventually match  $I_{\text{prev}}$  with some later uppercase or lowercase  $O$ . (It is guaranteed that at least one of these exists because the input satisfies a balanced parentheses constraint, as outlined in the Limits section.) Call that later  $O$   $O_2$ . We will obtain 1 "point" (i.e. we will be able to claim that an  $IO$  computer advertised its event once) if  $O_2$  is uppercase, and 0 points if  $O_2$  is lowercase.

But then observe that we could have instead matched the uppercase  $O_1$  with  $I_{\text{prev}}$  (scoring 1 point *for sure*), and matched the lowercase  $i_{\text{prev}}$  with the same  $O_2$ . This argument holds true no matter which  $O_2$  we picked. So preferentially matching with the  $I_{\text{prev}}$  is no worse, and may be better.

A similar argument holds for the situation in which we reach a lowercase  $o$  that we can match to either a previous uppercase  $I$  or a previous lowercase  $i$ , and it tells us to preferentially match

with the  $i_{\text{prev}}$ .

We have covered the only two cases in which we can make a decision. Since no other strategy is better in either case, our strategy is an optimal one. It is possible that we may have a choice of e.g. two previous uppercase  $\mathbb{I}$ s and one previous lowercase  $\mathbb{i}$ , but then it does not matter which of the uppercase  $\mathbb{I}$ s we pick, since whichever one we don't use will still be "previous" for the purposes of later decisions.

A simpler way to frame this strategy is as follows: scan through the string from left to right, keeping two counts:  $C_{\mathbb{I}}$ , the number of unmatched uppercase  $\mathbb{I}$ s seen so far, and  $C_{\mathbb{i}}$ , the number of unmatched lowercase  $\mathbb{i}$ s seen so far. When we encounter an uppercase  $\circ$ , score one point and decrement  $C_{\mathbb{I}}$  if  $C_{\mathbb{I}}$  is positive, or otherwise decrement  $C_{\mathbb{i}}$ . When we encounter a lowercase  $\circ$ , decrement  $C_{\mathbb{i}}$  if  $C_{\mathbb{i}}$  is positive, or otherwise decrement  $C_{\mathbb{I}}$ . Notice that the rules of the problem guarantee that these counts will never simultaneously become zero at the time we encounter an uppercase  $\circ$  or lowercase  $\circ$ .