Problem (informal): Given n machinists and n welders, find a good way to match them.



Machinist	Pre fe rences	Welder	Preferences
Α	X,Y,Z	X	A,B,C
B	Χ, Σ ,Υ	4	A, C, B
C	2 X.Y	7	ABC
	, , .		

1 A X 1 (B, Z) B prefers Z h Y
2 B Z prefers B h C
1 C Z 3 instability

Matching: subset of M×W s.t. each meM appears in a pair each we w appears in a pair

Perfect matching: a matching that includes all els of M, w (so twent inh =)

Instability: pair (m, w) that aren't matched weach other who would prefer being together to who they are pavel with

And w' (il. (m, w') & Matching
m' (m', w) & Matching
m prefers w to w'
w prefers m to m'

Stable Matching: perfect matching with no instabilities

```
Gayle-Shapely
       FreeM <- M
       FreeW <- W
       Invitations <- {}
       Tentative <- {}
       While there is an m in FreeM s.t. there is a w s.t. (m,w) not in Invitations
          choose such an m
          let w be m's highest ranked s.t. (m,w) not in Invitations
          add (m,w) to Invitations
          if w in FreeW then
             remove w from FreeW
             remove m from FreeM
             add (m,w) to Tentative
             find m' s.t. (m', w) in Tentative
             if w prefers m to m'
                 remove m from FreeM
                 add m' to FreeM
                 remove (m', w) from Tentative
                 add(m, w) to Tentative
       return Tentative
                                        Invitations
                                                                FreeM
                                                                             FreeW
                                                                                               Tentanve
                                                           not in corrent Tentative
                                                                                          pairs we've make (might be discorder)
                                     mntches we've
                                      fried to make
                                                                A,B,C
                                                                            X,1, 7
      Machinist
                       Preferences
                                                                                               (B, Z)
                     Preferences
        Welder
                                                                                               (6,4)
                     A,B,C
                     A,C,B
                      A, B,C
 Does this always terminate?
                                                                                   (B, Y) an instability ? NO
 Dors this return a stable matching?
                                                                                    (Ly)
                                                                                    (l, Z)
                                                                                                         ND
 What is the running home?
```

Gale-Shapley Invariant

- a) Vm, m & FreeM \ightharpoonup \(\frac{1}{2} \rm \) \sigma \(\text{FreeM} \) \(\text{FreeM} \) \(\text{FreeM} \) \(\text{FreeW} \) \(\text{
- b) \forall we Free \to -3m s.t. (m,w) \in Invites \frac{1}{2} frac W = W with no invitations
- c) Tent is a matching and stable (when viewed using M, W reduced to those ells in Tent)
- 1) | Invites | = k | the value after j iterations of the once w is matched for 1st him, 100P wis never free again

 e) \(\forall w, j \in k, \quad \text{MatchW}_{\text{jol}}(w) \neq \text{MIL} \rightarrow \text{MatchW}_{\text{jol}}(w), \ldots, \quad \text{MatchW}_{\text{k}}(w) != NIL \)
- f) Yw, MatchW(w) = most preforred m s.t. (m,w) & Invites for MIL if no such m)

 Sthe m such that (m, w) & Tentadox (or MIL if no such m) 5)
- things we will discover are missing h)

(i) Initialization / Basis

- a) For all m, w FEF
- b) For all w T -> T
- c) Tent = Ø
- 1) k=0, |Imites = 0
- f) } vacuous

```
Bookkeeping for Proofs
       FreeM <- M
       FreeW <- W
       Invitations <- {}
       Tentative <- {}
        k ← O
       While there is an m in FreeM s.t. there is a w s.t. (m,w) not in Invitations
          choose such an m
          let w be m's highest ranked s.t. (m,w) not in Invitations
          add (m,w) to Invitations
          if w in FreeW then
              remove w from FreeW
              remove m from FreeM
              add (m,w) to Tentative
          else
              find m' s.t. (m', w) in Tentative
              if w prefers m to m'
                 remove m from FreeM
                 add m' to FreeM
                 remove (m', w) from Tentative
                 return Tentative
                                            FreeWx - FreeW
                                            FreeMx - FreeM
                                            Tentahven - Tentahve
       Thm: If Alg A' = Alg A with variables not road from or in output removed then output of A' = output of A brall inputs
        Proof: INV: At each stp, values of remaining variables are some in A, A'
```

Maintenance (easy parts)

Suppose INV is T before loop and JMEFreeM, w sd. (m, w) & Invites

```
FreeM <- M
FreeW <- W
Invitations <- {}
Tentative <- {}
```

k < -0

while there is an m in FreeM s.t. there is a w s.t. (m,w) not in Invitations choose such an m

let woe m's highest ranked s.t. (m,w) not in Invitations

add (m, w) to Invitations

if w in FreeW then
remove w from FreeW
remove m from FreeM
add (m,w) to Tentative
else
find m' s.t. (m', w) in Tentative
if w prefers m to m'
remove m from FreeM
add m' to FreeM
remove (m', w) from Tentative
add(m, w) to Tentative

k <- k+1
return Tentative

1) Invites = k

Only M changed are m, m'

in cases 1,7 m removed from FreeM, (m,w) added to Tent
in Z m'added to FreeM, (m',w) removed from Tent
and no other (m',w') & Tent
in case 3 no changes

Only W changed is w

in case 1, w removed from Freely, (m, w) added to Tent FESF in cases 2, w & Freely

(m, w) added to Tent Test

in case 3, no change

b) Vw, we FreeW -> -> Im s.t. (m,w) & Invites

Only w changed is w

(m, w) added to Invites
in case 1, w removed from FreeW
in cases 2,3 w & FreeW to start with and not changed
so F as F at and of loop

e) Yw, jck, MatchW; (w) #ML -> MatchW; (w),..., MatchWk(w) != NIL

Only u changed, and u will always have (m) w) & Tent or (m', w) & Tent

so MatchW(u) # NIL