

<u>M</u>	<u>PreM</u>	<u>W</u>	<u>PreW</u>	
A	<u>XY</u> VWZ	V	ADCEB	(A,X) (A,t)
B	V <u>XW</u> YZ	W	ABDCE	(B,V) (B,w)
C	VZ <u>WY</u> X	X	DE <u>CA</u> B	(C,V)
D	<u>WV</u> XZY	Y	CBAED	(D,W) (D,u)
E	<u>XY</u> VWZ	Z	ABDEC	(E,x)

Maintenance (matches improve for welders)

Suppose INV is T before loop and $\exists m \in FreeM, w$ s.t. $(m,w) \notin Invites$
 Notation: m s.t. $(m,w) \in Tent$ w's highest pref. s.t. $(a,w) \in Invites$
 (or ML)

```
FreeM <- M
FreeW <- W
Invitations <- {}
Tentative <- {}
k <- 0
```

f) $\forall w, MatchW(w) = \max_{(m,w) \in Invites} m$

every w is matched with their favorite machinist they've received an invitation from

```
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  $Invitations$ 
```

Only change to Tent/Invites is for w (so if true before loop for other welders, still true after)

$MatchW_{old}(w) = \max_{(m,w) \in Invites_{old}} m$ (old)

(case 1: $w \in FreeW_{old} \sim \exists m$ s.t. $(m,w) \in Invites_{old}$ (INV b))

$MatchW_{new}(w) = m$ (code - add (m,w) to Tent)

$$\max_{(m,w) \in Invites_{new}} m = \max_{(m,w) \in Invites_{old} \cup \{(m,w)\}} m$$

 $= m$ (m is only term in)

```
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  $Tentative$ 
```

case 2: $w \notin FreeW_{old}$

$(m', w) \in Tent_{old}$

case a) w prefers m to m'
 m is better than prev. best inviter
 m is new best inviter
 w is paired with m

preferred by w
 $m > m' = \max_{(a,w) \in Inv_{old}} m$
 $m = \max_{(a,w) \in Inv_{old} \cup \{(m,w)\}} m$
 $m' = \max_{(a,w) \in Inv_{new}} m$
 $(m,w) \in Tent_{new}$, so $MatchW_{new}(w) = m$
 code

b) w prefers m' to m
 m is not better than prev. best inviter
 m' is still best inviter
 w still paired with m

$m < m' = \max_{(a,w) \in Inv_{old}} m$
 $m' = \max_{(a,w) \in Inv_{old} \cup \{(m,w)\}} m$
 $m' = \max_{(a,w) \in Inv_{new}} m$
 $(m,w) \in Tent_{new}$, so $MatchW_{new}(w) = m'$
 $(m', w) \in Tent_{old}$;
 code doesn't modify in this case

Maintenance (hard part)

```
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 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 $Tentative$
 add (m, w) to $Tentative$

$k <- k+1$
 return $Tentative$

Suppose INV is T before loop and $\exists m \in FreeM, w$ s.t. $(m,w) \notin Invites$

c) $Tent$ is a matching and stable (restricted to matched m,w)

No instabilities in $Tent_{old}$

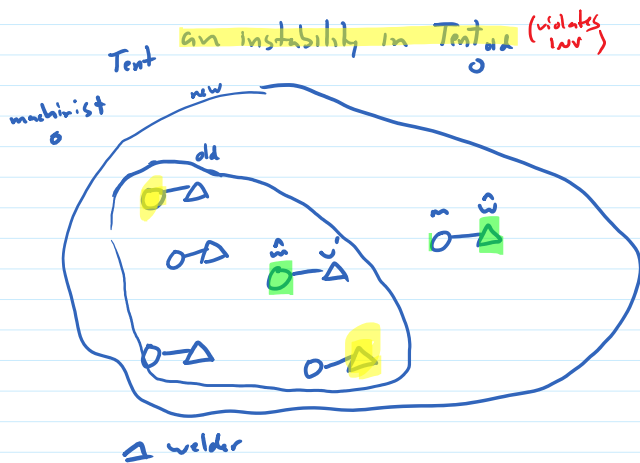
Suppose (\hat{m}, \hat{w}) is an instability wrt $Tent_{new}$
 but not wrt $Tent_{old}$

So either a) \hat{m} 's match got worse (code never does this in a single iteration)

b) \hat{w} 's match got worse (code only improves a welder's match)

c) \hat{w} was added to $Tent$ and \hat{m} would like to switch

d) \hat{m} was added to $Tent$ and \hat{w} would like to switch



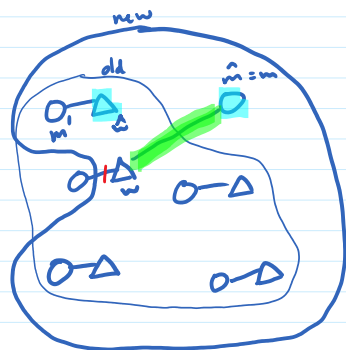
Suppose (\hat{m}, \hat{w}) is an instability wrt $Tent_{new}$

Case c: $\hat{w} \in FreeW_{old}, \hat{w} \notin FreeW_{new}$

$\hat{m} \neq m$ ($\hat{m} \notin FreeM_{old}, m \in FreeM_{old}$)
 find w' s.t. $(\hat{m}, w') \in Tent_{old}$
 \hat{m} prefers \hat{w} to w' (def instability)

$(\hat{m}, w') \in Invites_{old}$ [$Tent = Invites$]
 $(\hat{m}, \hat{w}) \in Invites_{old}$

$\hat{w} \notin FreeW_{old}$ (INV b)
 contradiction

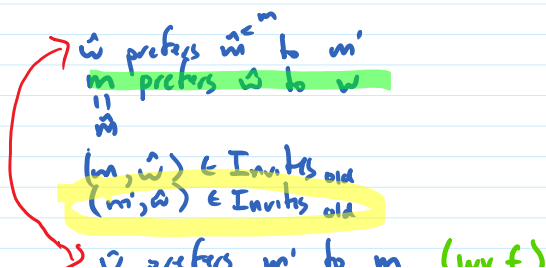


Case d: $\hat{m} \in FreeM_{old}$ and $\hat{m} \notin FreeM_{new}$

$m = \hat{m}$ (only M that is made not free in code)

$w \neq \hat{w}$
 $\hat{w} \notin FreeW_{old}$

let m' be m 's s.t. $(m', \hat{w}) \in Tent_{old}$,
 so $MatchW_{old}(\hat{w}) = m'$
 $MatchW_{new}(\hat{w}) = m'$



$(m, w) \in I_{w, \omega}$
 $(m', \omega) \in I_{w, \omega}$
 $\rightarrow w$ prefers m' to m (Irr f)
contradiction

Termination

Termination: After n^2 iterations, $|Invites| = n^2$ and $s_0 = M \times W$.
Then there is no m (let alone $m \in FreeM$) s.t. $\exists w$ s.t. $(m, w) \notin Invites$

Post-condition: Suppose loop has terminated (so guard is false)

Then Tent is a perfect matching

Proof: suppose not - then \exists unmatched m and unmatched w
 $m \in FreeM, w \in FreeW$

$(m, w) \notin Invites$

guard is T

(INV b)
(contradiction)

\therefore Tent is a perfect matching

Tent is stable

(INV c)