Pseudo-code for Split and Merge

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Goal

find higher log-probability $P = log(p(x|\lambda, \vec{z}))$

Code

While no more changes of table assignment and dish assignment can increase P:

$$(I) \\ a = rand([0,1]) \Rightarrow \left\{ \begin{array}{ll} \textit{Go to Step II}: \textit{Split tables} & a \in [0,\frac{1}{4}] \\ \textit{Go to Step III}: \textit{Merge tables} & a \in [\frac{1}{4},\frac{2}{4}] \\ \textit{Go to Step IV}: \textit{Split dishes} & a \in [\frac{2}{4},\frac{3}{4}] \\ \textit{Go to Step V}: \textit{Merge dishes} & a \in [\frac{3}{4},1] \end{array} \right.$$

- (II) Split tables:
 - (1) Randomly pick a Restaurant R, which has m tables.
 - (2) Randomly pick a table t in R, which has n customers.
 - (3) if($n\neq 1$) Do 2-means++ (current: K dishes,table assignment: z_{t0} ,dish assignment: z_{k0})
 - (a) Initialization:

Randomly pick a customer C1 in from table t to form a new table (m+1) with a new dish(K+1) \Rightarrow (z_{t1}, z_{k1})

For ww=randperm(customers from table t except C1) z'_{t1} : change z_{t1} by assigning customer ww to the new table (m+1) weight(ww)=max{ $log(p(x|\lambda,z_{t1})) - log(p(x|\lambda,z'_{t1})), 0$ } (more decrease,more weight) End

Randomly sample another customer C2 from table t according to weight, form a new table (m+2) with a new $dish(K+2) \Rightarrow (z_{t2}, z_{k2})$

For ww=randperm(customers from table t except C1,C2)

 z'_{t2} : change z_{t2} by assigning customer ww to the table (m+1), which increase the P by tmp1 z''_{t2} : change z_{t2} by assigning customer ww to the table (m+2), which increase the P by tmp2

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assign customer ww to table (m+argmax{tmp1,tmp2}) End
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(b) Iteration(2-means):

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While no more changes of table assignment and dish assignment can increase P: b=rand([0,1])
Switch (ceil(b*4)): case 1: Randomly pick a customer from table (m+1), assign it to table (m+2) if the change increase P case 2: Randomly pick a customer from table (m+2), assign it to table (m+1) if the change increase P case 3: pick table (m+1), assign it the dish which increase P mostly case 4: pick table (m+2), assign it the dish which increase P mostly
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(4) Go back to Step I)

End

- (III) Merge table:
 - (1) Randomly pick a Restaurant R, which has m tables.
 - (2) While no more changes of table assignment and dish assignment can increase P: b=rand([0,1])

Switch (ceil(b*2)):

case 1: Randomly pick a table in R, merge it to the table in R which increase P mostly

case 2: Randomly pick a table in R, assign it the dish which increase P mostly End

- (3) Go back to Step I)
- (IV) Split dishes:
 - (1) Randomly pick a Restaurant dish k, which has m tables.
 - (2) if(m \neq 1) Do 2-means++ (current: K dishes,dish assignment: z_{k0})
 - (a) Initialization:

Randomly pick a table t1 in from dish k to form a new dish $(K+1) \Rightarrow z_{k1}$

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For ww=randperm(tables from dish k except t1) z'_{k1}: change z_{k1} by assigning table ww to the new dish (K+1) weight(ww)=max{log(p(x|\lambda, z_{k1})) - log(p(x|\lambda, z'_{k1})), 0} (more decrease,more weight) End
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Randomly sample another table t2 from dish k according to weight, form a new dish (K+2): z_{k2}

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For ww=randperm(tables from dish k except t1,t2) z'_{k2}: change z_{k2} by assigning table ww to dish (K+1), which increase the P by tmp1
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z_{k2}^{''}: change z_{k2} by assigning table ww to dish (K+2), which increase the P by tmp2 assign table ww to dish (K+argmax{tmp1,tmp2}) End
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(b) Iteration(2-means):

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While no more changes of dish assignment can increase P: b=rand([0,1]) Switch (ceil(b*2)): case 1: Randomly pick a table from dish (K+1), assign it to dish (K+2) if the change increase P case 2: Randomly pick a table from dish (K+2), assign it to dish (K+1) if the change increase P End
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- (3) Go back to Step I)
- (V) Merge dishes:
 - (1) if($K \neq 1$) Do:

While no more changes of dish assignment can increase P: Randomly pick a dish, merge it to the dish which increase P mostly End

(2) Go back to Step I)

 $\underline{\text{END}}$