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GALE - SHAPLEY ()
  - INITIALLY, EACH REA AND EACH REB
     IS FREE
                                                       <= ITERATIONS
     WHILE THERE EXISTS A FREE & GA THAT
            HAS NOT YET PROPOSED TO ALL GEB:
       - LET e; BE A FREE ITEM OF A.
      - LET B' & BE THE SET OF THE
        bi's THAT ei HAS NOT YET PROPOSED TO.
       - LET b; eB' BE THE ELEMENT OF B'
        THAT RANKS HIGHEST IN 2'S PREFER. LIST
       - IF & IS FREE:
           - MATCH UP e: AND B; (WHO ARE
                  NOT FREE ANYTIORE)
             THE N
       - ELSE:
          - LET OK BE THE CURRENT PARTNER OF B;
          - IF b; PREFERS ex TO ei:
               - NOTH ING CHANGES ( & REMAINS FREE, AND
                                 ff; ex & REHAIN TOUTHER)
          - ELSE :
              - "BREAK UP" { b; , e x }
              - "MATCH" { li, eig
              - e BE COMES FREE.
                      ANALYZING AN OPTIMIZATION PROBLEM
                   YOU WANT TO UNDERSTAND IT PRECISELY
                           WANT TO
                    YOU
                                        G-UESS
                                                   AN ALGORITHM FOR SOLVING IT
                                           PROVE THAT IT SOLVES THE PROBLEM.
                    TRY TO
                                             THE
                                                 RUNTINE OF YOUR ALGORITHM.
                                    RE DUCE
                         "EFFICIENCY" ?
       DEF ??: "AN ALGORITHM IS EFFICIENT IF IT RUNS
                    QUICKLY ON INSTANCES".
              "QUICKLY"
                         CAN MEAN:
                               " PEW SE CONDS"
                               "ONE DAY"
                               ^{"}\mathcal{O}(m^{2})
                               "O(~)"
                      WORST-CASE ANALYSIS
           WE
               WANT THE RUNTIME OF THE ALGORITHM TO BE BOUNDED
                THE SIZE OF THE (WORST) INPUT.
           THEN, IN GALE-SHAPLEY'S CASE, THE NUMBER OF ITERATIONS
            15 AT MOST m2.
                                         Rm
           SUPPOSE, NOW, THAT WE DOUBLE THE "SIZE" OF
           A GALE - SHAPLEY INSTANCE:
                                         e_{N}
k_{N}
WITH
N = 2m
             THEN
                   THE NUMBER OF ITERATIONS BE COMES
                                N^2 = (2m)^2 = 4 \cdot m^2
                       \left(N=c\cdot m\right)^{2}=\left(c\,m\right)^{2}=c^{2}\,m^{2}.\quad THUS,
                                                                   IF C IS A CONSTANT,
                                                                   THE RUNTIME BLOWLP
                                                                    IS ONLY CONSTANT
             NOW, LET'S CONSIDER THE MOST TRIMAL ALGORITHM
             (TEST EACH OF THE m! = m \cdot (n-1) \cdots 2 \cdot 1 PERFECT MATCHINGS).
                 THIS ALGORITHM CONSIDERS M. PERF. MATCHING
                 WHEN THERE ARE n A'S AND n 13'S.
                 IF N=2m, THE RUNTIME BE CONES
                              N! = (2m)! = 2m (2n-1)(2m-2) \cdots (m+1) \cdot m (m-1) \cdots 3 \cdot 2 \cdot 1
                                             =2m\left(2n-1\right)\cdots\left(m+1\right)\cdot m!
                                             > nn n!
            DEF (?): AN ALGORITHM HAVING A RUNTIME < c. mol,
                          WHERE C AND d ARE CONSTANTS ON INPUTS
OF SIZE M IS SAID TO BE A
                          POLYNOMIAL-TIME ALGORITHM (POLYTIME ALGORITHM).
                     I HAVE AN ALGORITHM RUNNING IN TIME Sc. nol
                   IN PUTS OF SIZE M, IF I RUN THAT ALGORITHM
                ON AN INPUT OF SIZE N= b.m, THEN
                       c \cdot N^{ol} = c \cdot (b \cdot m)^{ol} = c \cdot b^{ol} \cdot m^{ol}
                                                        \log \log n \leq 7
\log n \leq 10^{7}
n \leq 10^{10^{7}}
                                                     n^3 1.5<sup>n</sup>
                                                                                n!
                                            n^2
                                    n \log_2 n
                                                                                4 sec
                                                                       < 1 sec
                                                              < 1 sec
                                                     < 1 sec
                                           < 1 sec
                                    < 1 sec
                     n = 10
                             < 1 sec
                                                             < 1 sec 18 min 10<sup>25</sup> years
                             < 1 sec
                     n = 30
                                                                              very long
                                                               11 min
                                                                      36 years
                                                     < 1 sec
                                    < 1 sec
                                           < 1 sec
                             < 1 sec
                     n = 50
                                                                     10<sup>17</sup> years
                                                                              very long
                                                            12,892 years
                                           < 1 sec
                                                      1 sec
                                    < 1 sec
                             < 1 sec
                    n = 100
                                                                              very long
                                                             very long
                                                                     very long
                                                     18 min
                                     < 1 sec
                                            1 sec
                             < 1 sec
                    n = 1,000
                                                                              very long
                                                                      very long
                                                             very long
                                                     12 days
                                            2 min
                                     < 1 sec
                    n = 10,000
                             < 1 sec
                                                                      very long
                                                                              very long
                                                    32 years
                                                             very long
                             < 1 sec
                                      2 sec
                                           3 hours
                   n = 100,000
                                                                              very long
                                                                      very long
                                                             very long
                                                  31,710 years
                                           12 days
                                     20 sec
                   n = 1,000,000
                               1 sec
                                   ALGORITHM HAS A WORST-CASE
                     DEF : AN
                             RUNTIME OF f(m) IF THE ALGORITHM

NEVER MAKES MORE THAN f(m) OPERATIONS
                                   IN PUTS OF
                                                  SI ZE
                              OW
                                                                      RUN INC, LOADING "A"
                                                                      IWTO THE NAME SPACE
                                                                     IT PUSHES 10 OUT
                                                                     OF THE STACK AND
                                                                      INTO A'S METIORY LOCATION
                                                                      LOAD A'S VALUE INTO
                                                                      A CPU REGISTER, SUM
IT UP TO 1, AND
                                                                      LOAD THE RESULT
                                                                      ONTO THE STACK
                     DEF INC (A): ? LET & BE THE NUMBER OF REQUIRED BY INC (A)

B=0 } LET B BE THE NUMBER OF OPERATIONS REQUIRED

B= INC (B)

LET & BE THE NUMBER OF OPERATIONS REQUIRED

BY INC (A)

BE THE NUMBER OF OPERATIONS

REQUIRED BY A RUN OF THE LOOP
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COMPUTES A STABLE MATCHING

TO AVOID GETTING LOST INTO CONSTANTS, WE DISPLEADED THEM.

SUPPOSE THAT T(n) IS THE (WORST-CASE) RUNTIME OF AN ALGORITHM $\left(T(n)=135n^2+15n+3\right)$ DEF. IF T(n), AND f(n), ARE NON-NEGATIVE INCREASING FUNCTIONS, WE SAY THAT T(n)=O(f(n)) T(n) IS O(f(n)) IF $\exists c, m_0 > 0$ $T(n) \leq O(f(n))$ SUCH THAT $T(n) \leq c \cdot f(n)$ $\forall n \geq m_0$.

B + m (x + d) = c·m + c'

C= 7+d

OUR ALGORITHM, THEN, TAKES TIME