

"""

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Class: cse 417 winter 2020

This is a homework assignment for cse 417 winter 2020, it's implementing the Gale-Shapley algorithm, problem 4.

It needs python 3.6 or above to run.

* The core part is: the "produce_stable_match(M, W)" function.

Here is the console outputs produced when running it with the given example:

```
-----  
3 proposes to 0: [0,-1] Accepted  
2 proposes to 0: [0,3] Accepted  
3 proposes to 1: [1,-1] Accepted  
1 proposes to 0: [0,2] Rejected  
1 proposes to 1: [1,3] Rejected  
1 proposes to 3: [3,-1] Accepted  
0 proposes to 2: [2,-1] Accepted  
Results: [2, 3, 0, 1]  
"""
```

from typing import List

def produce_stable_match(M:List[List[int]], W:List[List[int]], verbo=True):

"""

Function will produce a list of tuple representing the stable matching between the set M, W.

The proposing side is: M.

:param M

A n by n matrix,

the i th row denotes the preference list of m_i

:param W

A n by n matrix,

the W th row denotes the preference list of w_i

:param verbo:

Set to False to stop printing out the trace.

:return

A list of tuple in the following format:

[(m_1, W_1), (m_2, w_2)... (m_n, w_2)],

"""

convert(M) # This is only for sanity checks.

W = convert(W)

keypairs = [(l, NodeM(l, M, W)) for l in range(len(M))]

M = dict(keypairs)

M_free = [kv[1] for kv in keypairs]

while len(M_free) > 0:

m = M_free.pop()

while not m.propose(verbo=verbo):

m.increment()

m = m.engage()

if m is None:

continue

M_free.append(M[m])

return [M[l].last_propose() for l in range(len(M))]

def convert(M: List[List[int]]):

"""

This function takes in the preference matrix and convert the value into a dictionary making he look up of

```

    preference value constant.
    [
        [[<preference list>], [preference list reverse map], current match element/next proposing
        element]],
        [[<preference list>], [preference list reverse map], current match index/next proposing element]],
        ...
    ]
    Example:
    M := [[0, 1], [1, 0]]
    then after the conversion, we will have:
    [
        [[0, 1], {0:0, 1:1}, None], # -1 means m_1 hasn't proposed to anyone yet, 0 would mean m_1 has
        proposed to
        # the first w in its reference list.
        [[1, 0], {1:0, 0:1}, None]
    ]

```

:param M:

A 2d array specified by the problems, I call it M but it really could be M or W.

:return

A array of inner arrays, where each inner arrays strictly has the length of 3.

I will this data structure: a look up table.

```
>>> convert([[1, 0], [0, 1]])
```

```
...
```

```
>>> convert([[2, 0, 1], [0, 2, 1], [1, 0, 2]])
```

```
...
```

```
>>> convert([[2, 0, 1], [0, 2, 2], [1, 0, 2]])
```

```
"""
```

```
output = [[l, bijective_convert(l), None] for l in M]
```

```
return output
```

```
def bijective_convert(arr: List[int]) -> List[int]:
```

```
"""
```

Function takes in an array with ints, ranging from 0 to n-1, without repeating elements.

:param arr:

int array.

:return:

arr such that:

arr_returned[l] returns the position of l inside arr.

```
>>> bijective_convert([2, 0, 1])
```

```
"""
```

```
res = [None]*len(arr)
```

```
for V, l in zip(arr, range(len(arr))):
```

```
    assert res[V] is None, "Repeated element in preference list. "
```

```
    assert V < len(res) and V >= 0, "Invalid value in the preference list. "
```

```
    res[V] = l
```

```
return res
```

```
class NodeM:
```

```
"""
```

This class models the nodes in the bipartite graph, it doesn't really depend on whether the node is in W, or M,

but it will makes things better for the codes.

```
"""
```

```
def __init__(self, id: int, M: List[List[int]], W_tbl: List[List]):
```

```
"""
```

:param id:

The id of the element m

:param M:

The preferential matrix for all m.

:param W_tbl:

The reference table produce by convert method for all w in W.

```
"""
```

```

self.__ID = id
self.__W = W_tbl
self.__M = M
self.__TopChoice = 0

```

```

def propose(self, verbo=True):

```

```

    """

```

```

        Method will propose to its top choice.

```

```

        It will print the trace.

```

```

:param verbo:

```

```

Set it to False to stop printing out the trace.

```

```

Default to True.

```

```

:return:

```

```

    True if accepted by top choice.

```

```

    False if Rejected by top choice.

```

```

    """

```

```

assert self.__TopChoice < len(self.__M[0]), "Preference List runs out, grave Error."

```

```

w = self.__M[self.__ID][self.__TopChoice]

```

```

m_competitor = self.__W[w][2]

```

```

trace = f"{self.__ID} proposes to {w}: [{w},{-1 if m_competitor is None else m_competitor}]"

```

```

if m_competitor is None:

```

```

    trace += " Accepted"

```

```

    if verbo:

```

```

        print(trace)

```

```

    return True

```

```

competitor_Rank = self.__W[w][1][m_competitor]

```

```

this_Rank = self.__W[w][1][self.__ID]

```

```

assert competitor_Rank != this_Rank, "Internal error. "

```

```

result = this_Rank < competitor_Rank

```

```

if verbo:

```

```

    print(trace + (" Rejected" if not result else " Accepted"))

```

```

return result

```

```

def engage(self):

```

```

    """

```

```

        Method will engage to its top choice, changing the reference table of W.

```

```

:return:

```

```

        None if the top choice partner doesn't have any previous partner.

```

```

        else

```

```

            returns the id of w's previous partner.

```

```

    """

```

```

w = self.__W[self.__M[self.__ID][self.__TopChoice]]

```

```

previous_partner_id = w[2]

```

```

w[2] = self.__ID

```

```

self.__TopChoice += 1

```

```

return previous_partner_id

```

```

def last_propose(self):

```

```

    """

```

```

:return:

```

```

        The ID of the last proposed w.

```

```

    """

```

```

return self.__M[self.__ID][self.__TopChoice - 1]

```

```

def increment(self):

```

```

    self.__TopChoice += 1

```

```

if __name__ == "__main__":

```

```

    print("...")

```

```

import doctest
doctest.testmod()

print("Try and construct an example for testing the NodeM class. ")
M = [[1, 0], [1, 0]]
W = [[0, 1], [1, 0]]
W_tbl = convert(W)
m1 = NodeM(0, M, W_tbl)
m2 = NodeM(1, M, W_tbl)
assert m1.propose()
assert m1.engage() is None
assert m2.propose()
assert m2.engage() == 0
print("Ok test passed")

print(f"Result: {produce_stable_match(M, W)}")
M = [[2, 0, 1], [2, 0, 1], [2, 1, 0]]
W = [[2, 0, 1], [0, 2, 1], [2, 0, 1]]
print(f"Result: {produce_stable_match(M, W)}")
M = [[3, 1, 0, 2], [3, 0, 1, 2], [3, 1, 2, 0], [0, 3, 2, 1]]
W = [[3, 0, 2, 1], [3, 1, 2, 0], [0, 1, 3, 2], [3, 0, 2, 1]]
print(f"Result: {produce_stable_match(M, W)}")
M = [[1, 3, 0, 2], [3, 0, 2, 1], [2, 3, 1, 0], [2, 0, 3, 1]]
W = [[1, 2, 0, 3], [0, 3, 2, 1], [1, 2, 3, 0], [0, 1, 2, 3]]
print(f"Result: {produce_stable_match(M, W)}")
M = [
    [4, 2, 0, 1, 3], [0, 1, 4, 2, 3],\
    [4, 0, 1, 3, 2],\
    [1, 4, 3, 0, 2],\
    [0, 1, 3, 4, 2],\
]
W = [
    [2, 3, 4, 0, 1],\
    [2, 4, 0, 3, 1],\
    [1, 4, 2, 3, 0],\
    [3, 0, 1, 4, 2],\
    [0, 3, 1, 2, 4]
]
print(f"Result: {produce_stable_match(M, W)}")
M = [[2, 1, 3, 0], [0, 1, 3, 2], [0, 1, 2, 3], [0, 1, 2, 3]]
W = [[0, 2, 1, 3], [2, 0, 3, 1], [3, 2, 1, 0], [2, 3, 1, 0]]
print(f"Results: {produce_stable_match(M, W)}")

```

```
"""
```

Name: Hongda Li

Class cse 417

This file is for hw1, problem 5.

* Codes require python 3.6 or above.

* Codes requires solutions of problem 4.

! Codes are slow cause it's written in python.

Here are the definition for some of the keywords listed in problem 5:

$m.rank()$ -> The choice of m after the perfect matching algorithms.

$M.goodness$ -> $\sum_{i=0}^{n-1} m.rank(i)/n$

Output produced:

Running on random input, we have the following values for goodness:

$[(5.2368, 24.2752), (6.552000000000001, 39.0364), (7.1232, 71.23079999999999),$

$(7.118900000000001, 143.7869),$

$(8.116, 249.63195000000002), (9.064699999999998, 451.93919999999997)]$

$N = [125, 250, 500, 1000, 2000, 4000], n = 10$

$[(5.684, 23.903200000000005), (5.954800000000001, 42.9284), (6.8506, 75.0774),$

$(7.1289, 144.4004), (8.005500000000001, 254.77534999999997), (8.60445, 475.20764999999994),$

$(9.626925, 850.7660250000001)]$

$N = [125, 250, 500, 1000, 2000, 4000, 8000], n = 10$

$[(4.92048, 25.2448), (6.0083199999999998, 41.976079999999998), (6.659639999999999,$

$76.630160000000002),$

$(7.445580000000001, 136.68726), (8.089469999999999, 253.58859000000004), (8.919784999999997,$

$456.4239599999999),$

$(9.735907500000001, 837.95485)]$

$N = [125, 250, 500, 1000, 2000, 4000, 8000], n = 50$

```
"""
```

```
from typing import List, Tuple
```

```
from random import random
```

```
from problem4 import convert, produce_stable_match
```

```
def rand_permutation(arr: List) -> List:
```

```
    """
```

```
    :param arr:
```

```
    A array with elements.
```

```
    :return:
```

```
    A new randomly permuted array from arr.
```

```
    """
```

```
    newarr = arr.copy()
```

```
    for I in range(len(newarr)):
```

```
        J = int(random()*I)
```

```
        newarr[I], newarr[J] = newarr[J], newarr[I]
```

```
    return newarr
```

```
def get_goodness(arr: List[int], M: List[List], W: List[List]) -> Tuple:
```

```
    """
```

```
    Function will return the measure of goodness for both the, M and W using the returned results gotten from problem 4.
```

```
    :param arr:
```

```
    The results produced from problem 4.
```

```
    :param M:
```

```
    The preference matrix for M.
```

```
    :param W:
```

```
    :return.
```

```
    A tuple where the first element is the goodness for M and the second is the goodness for W.
```

```
    """
```

```

M_psum = 0
W_psum = 0
M_tbl = convert(M)
W_tbl = convert(W)
l = len(arr)
assert arr is not None, "Why are you passing None to this function? "
for E, l in zip(arr, range(len(arr))):
    M_psum += M_tbl[l][1][E] + 1
    W_psum += W_tbl[E][1][l] + 1
return (M_psum/l, W_psum/l)

```

```

def goodness_for(N:int):
    """
    Function will generate a randomly permuted lists for the preference list for M, W, then it
    will measure the goodness for W, and M, with an n starting at 1000, increments at 100 and ends at 1e4
    :param N:
        The size of the problem.
    :return:
    """
    lst = list(range(N))
    M = [rand_permutation(lst) for l in range(N)]
    W = [rand_permutation(lst) for l in range(N)]
    return get_goodness(produce_stable_match(M, W, verbo=False), M, W)

```

```

if __name__ == "__main__":
    print("Let's test something first before running everything else. ")
    print("All m has the same preference list for w while w has random preference list: ")
    n = 100
    R = list(range(n))
    M = [R for l in range(n)]
    W = [rand_permutation(R) for l in range(n)]
    result = produce_stable_match(M, W, verbo=False)
    print(result)
    goodness = get_goodness(result, M, W)
    assert goodness[0] == 5050/100, "Ok, there is something wrong please check. "
    print("Ok, for the special cause proved in problem 1, the codes seem to work. ")
    print("Running on random input, we have the following values for goodness: ")
    n = 50
    stats = [[goodness_for(J) for l in range(n)] for J in [125, 250, 500, 1000, 2000, 4000, 8000]]

```

```

def stats_helper(row):
    m_sum, w_sum = 0, 0
    for m_Goodness, w_Goodness in row:
        m_sum += m_Goodness
        w_sum += w_Goodness
    return m_sum/len(row), w_sum/len(row)
stats = list(map(stats_helper, stats))
print(stats)

```