### Lecture 7

CSE 331 Sep 12, 2018

## Things to remember

#### Make sure you follow the HW policies

If by chance you violated any, just don't submit

#### Make sure you clearly demarcate your submission

Use/follow the provided template

## Check your PDF submits

Make sure to preview your PDF submission to Autolab!

A corrupted PDF or Word will get you a zero on that question

Your PDFs cannot be more than 3MB big

## GS algo outputs a stable matching

Last lecture, GS outputs a perfect matching S

Lemma 3: S has no instability

## Reading Assignment for today

note 🖈	stop following	123 views
Reading/watching assignment for Wednesday lecture		
So, another reading assignment for y'all. On Wednesday, I will go over the proof of Lemma 3 (i.e. the instability) a bit quickly on slides.	he output of GS algorith	mS has no
It would be useful if you could read up the proof from the book or you can watch the lecture video #pin lectures	from last year.	
edit good note 1	Updated 1 day a	go by Atri Rudra

# Proof technique de jour Proof by contradiction



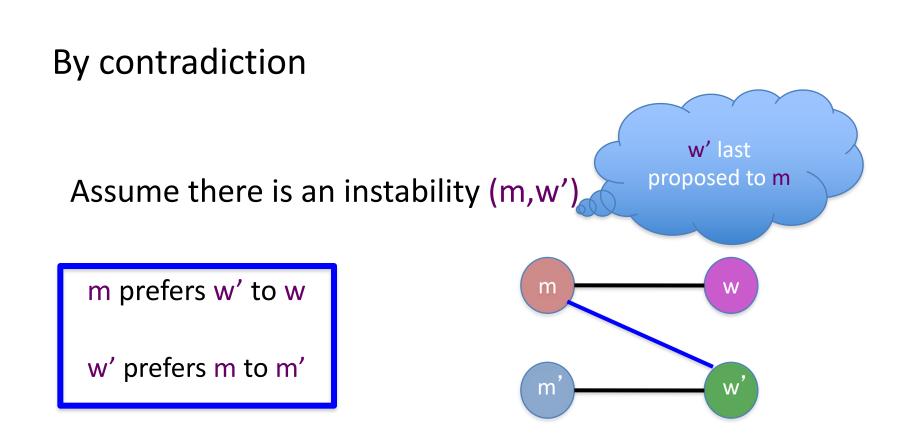
Source: 4simpsons.wordpress.com

### Two obervations

**Obs 1**: Once m is engaged he keeps getting engaged to "better" women

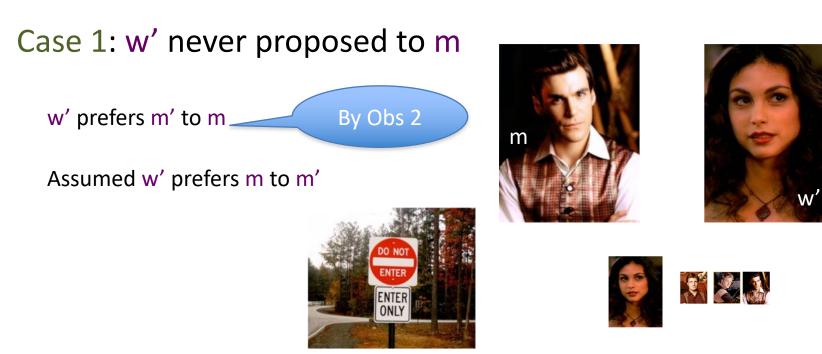
**Obs 2**: If w proposes to m' first and then to m (or never proposes to m) then she prefers m' to m

## Proof of Lemma 3



## **Contradiction by Case Analysis**

Depending on whether w' had proposed to m or not



Source: 4simpsons.wordpress.com

## Case 2: w' had proposed to m

Case 2.1: m had accepted w' proposal

m is finally engaged to w

Thus, m prefers w to w'



4simpsons.wordpress.com







By Obs 1

#### By Obs 1

Case 2.2: m had rejected w' proposal

m was engaged to w'' (prefers w'' to w') By Obs 1

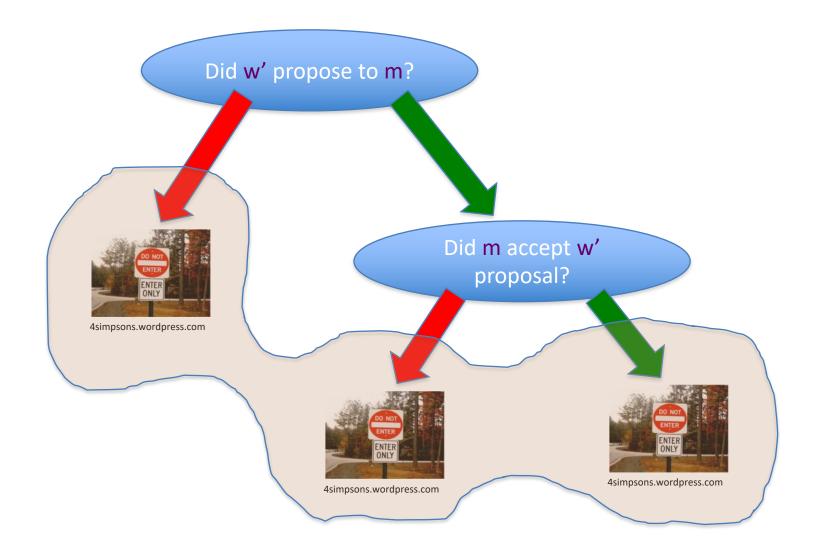
m is finally engaged to w (prefers w to w"\_\_\_\_

m prefers w to w'



4simpsons.wordpress.com

## Overall structure of case analysis



## Questions?

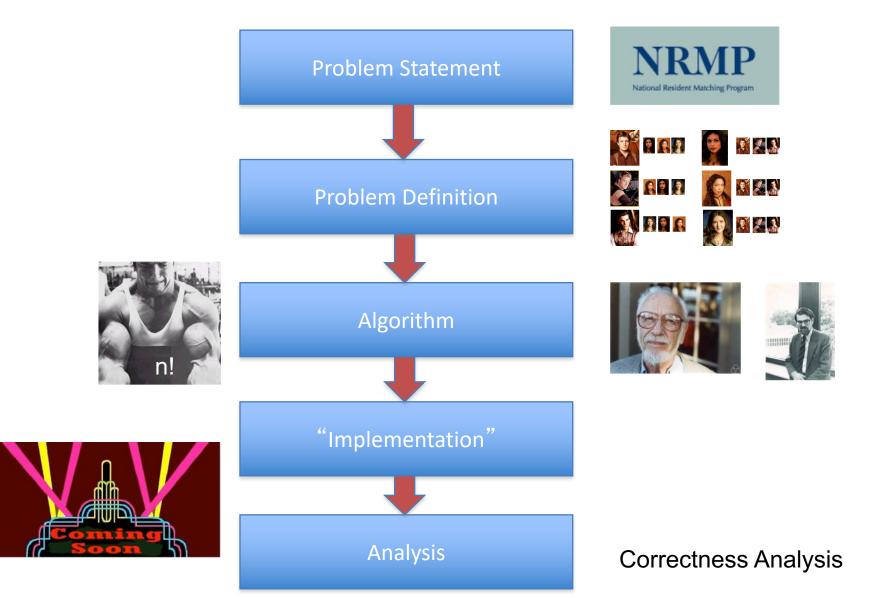


### Extensions

#### Fairness of the GS algorithm

#### Different executions of the GS algorithm

## Main Steps in Algorithm Design

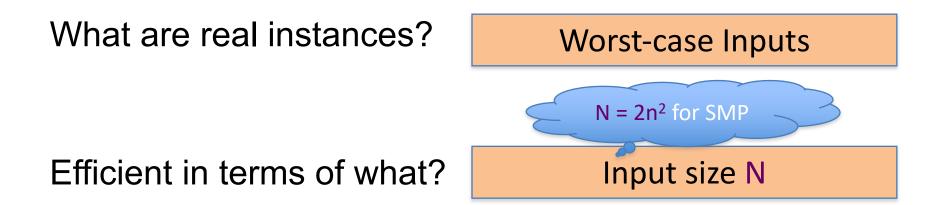


## **Definition of Efficiency**

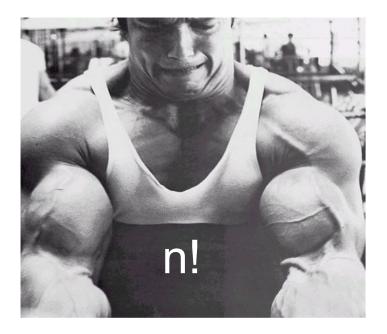
An algorithm is efficient if, when implemented, it runs quickly on real instances

Implemented where?





## **Definition-II**



Analytically better than brute force

#### How much better? By a factor of 2?

## **Definition-III**

Should scale with input size

If N increases by a constant factor, so should the measure



Polynomial running time

At most c·N<sup>d</sup> steps (c>0, d>0 absolute constants)

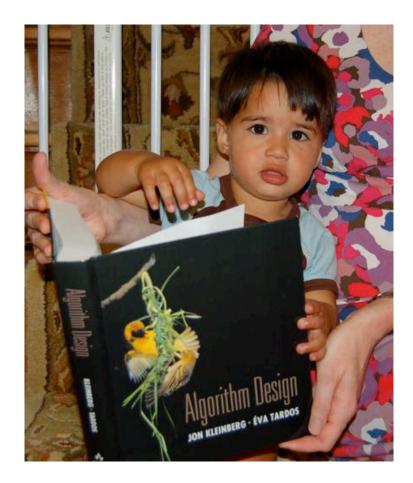
Step: "primitive computational step"

## More on polynomial time

#### Problem centric tractability

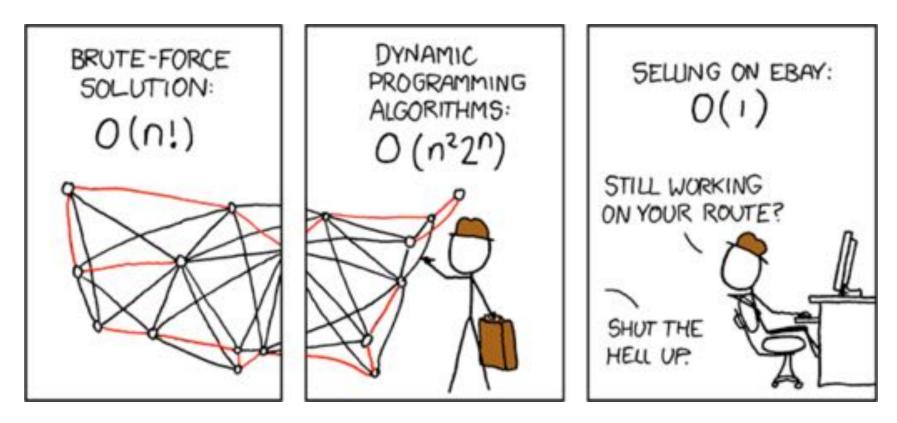
Can talk about problems that are not efficient!

### **Reading Assignments**



#### Sections 1.2, 2.1, 2.2 and 2.4 in [KT]

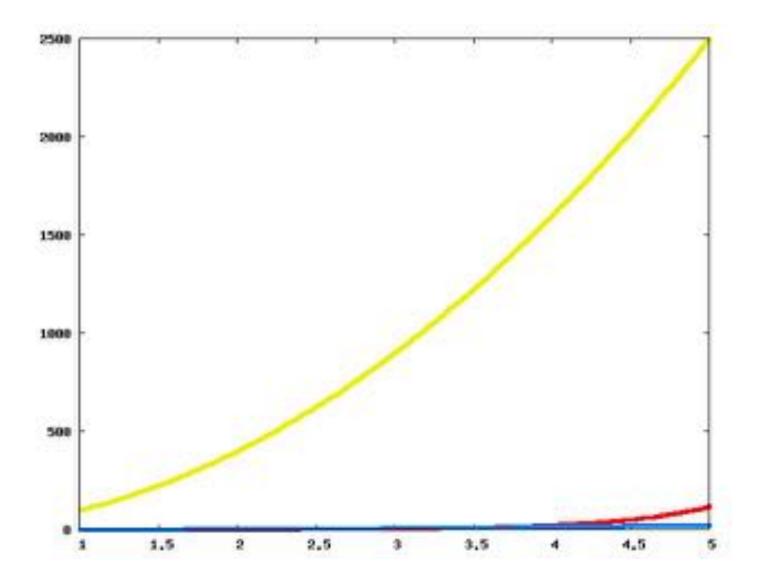
## Asymptotic Analysis

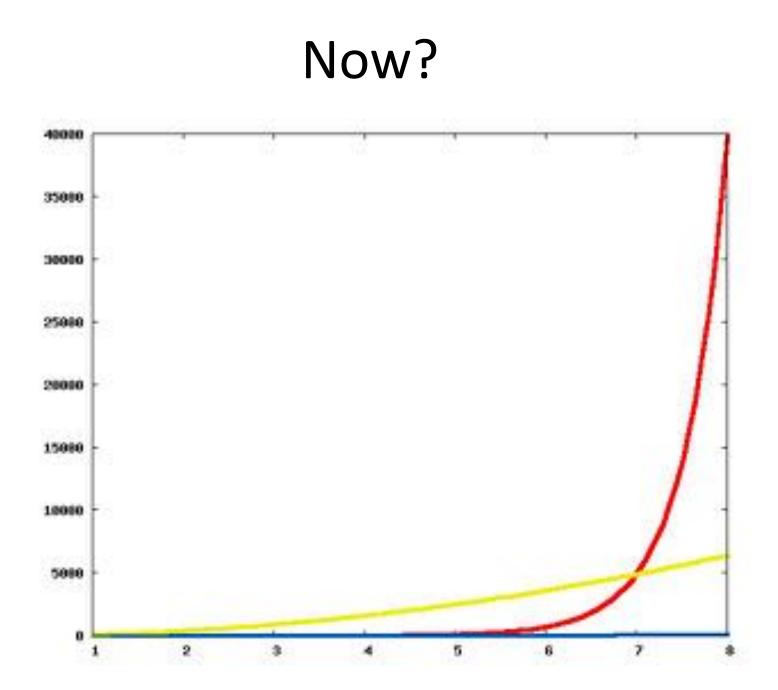


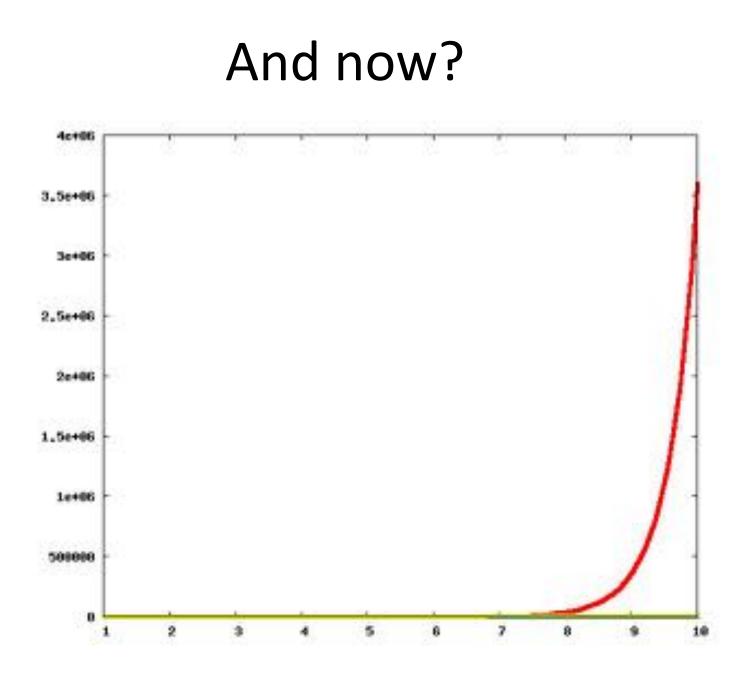
#### **Travelling Salesman Problem**

(http://xkcd.com/399/)

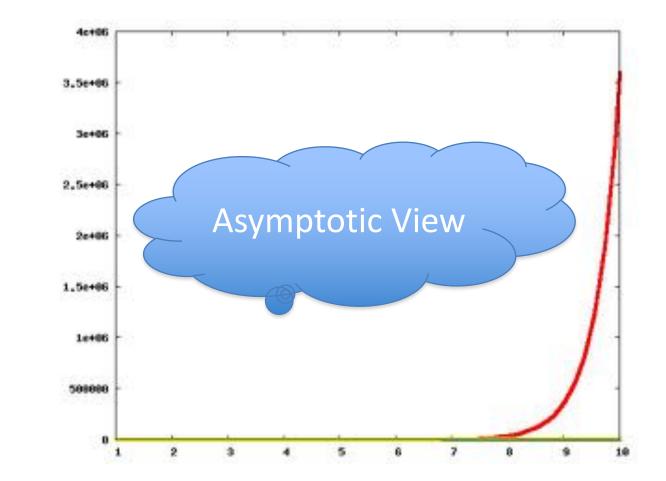
### Which one is better?

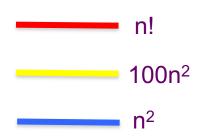






### The actual run times





### Asymptotic Notation

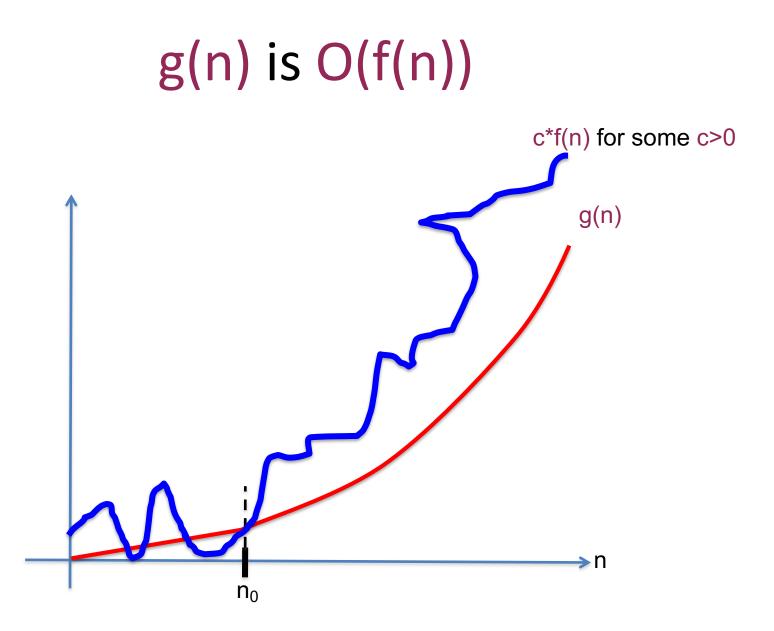


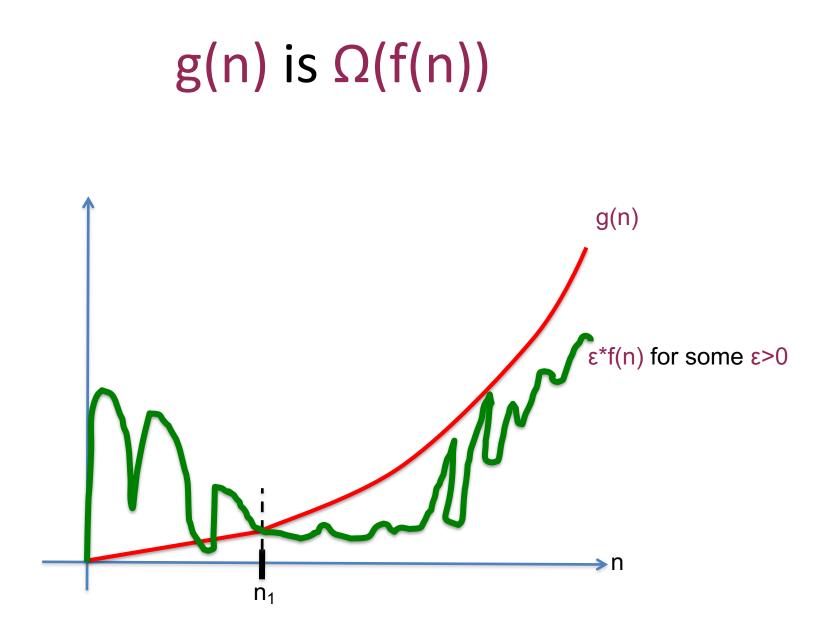
 $\leq$  is O with glasses  $\geq$  is  $\Omega$  with glasses = is  $\Theta$  with glasses

#### Another view

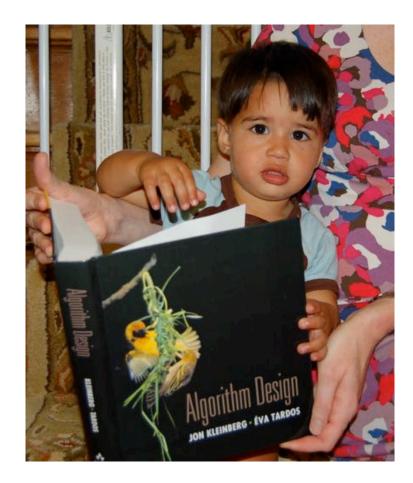
remain anonymous on the web, let me know). Silly way to remember Asymptotic notation... Stick figure: Dig 0 "Ceiling of functn" Big 0 Big 0 Blw Big-04 Big.D Dig 12 Floor of functn" feet remain anonymous on the web, let me know).

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### **Reading Assignments**



Sections 1.1, 1.2, 2.1, 2.2 and 2.4 in [KT]