Matching Problems

A 3/2-approximation algorithm for the student-project allocation problem with ties

Frances Cooper

Supervisor: Dr David Manlove

Outline

Outline

- Algorithms

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- Matching problems

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- Stable matchings

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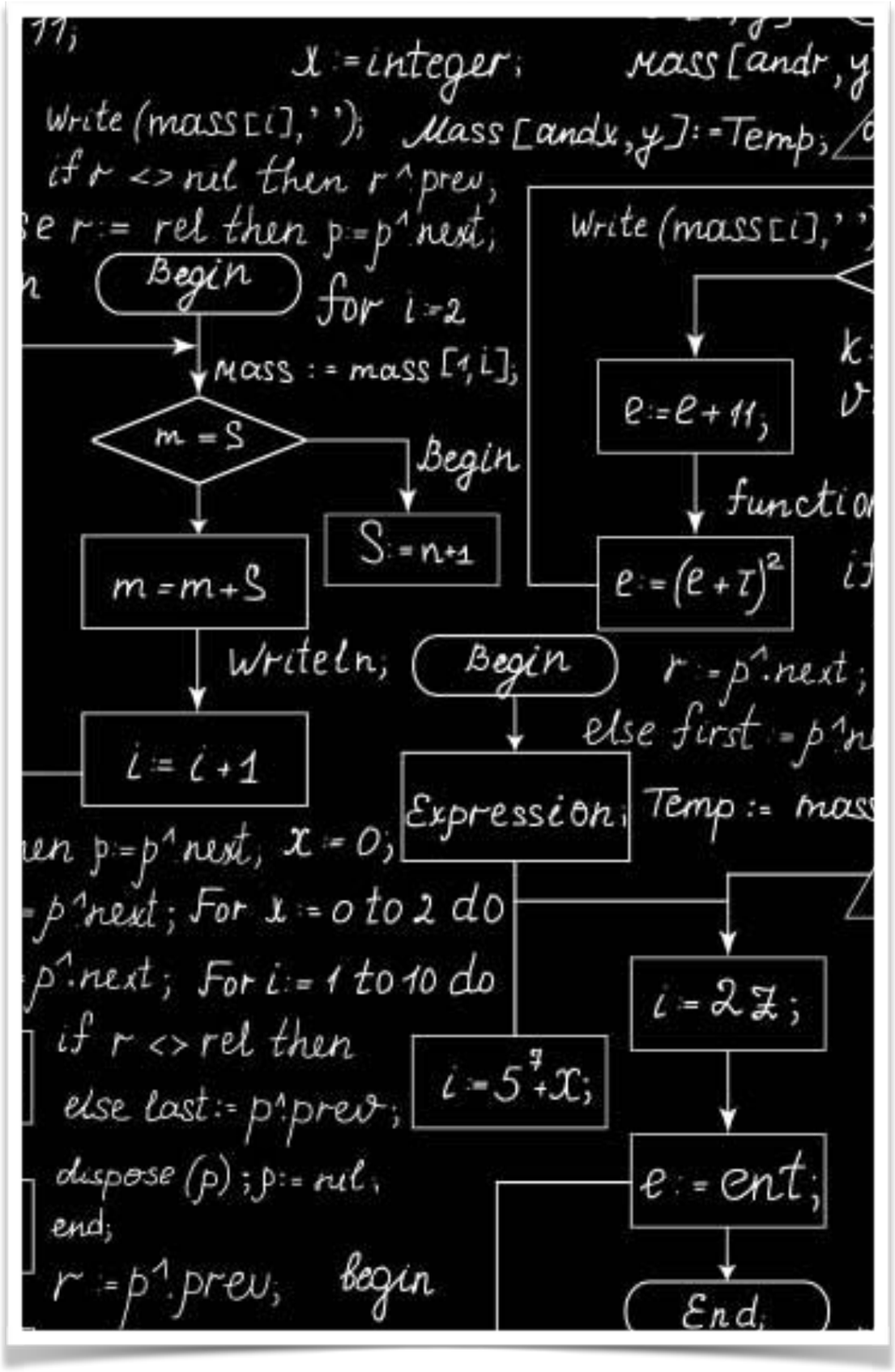
- Stable matchings
- Finding maximum stable matchings

Algorithms


x := integer;
mass [andr, y
Write (mass [i], ' ');
Mass [andx, y] := Temp;
if r <> nil then r^.prev,
e r := rel then p:=p^.next;
Begin
for i:=2
mass := mass [1, i];
m = S
Begin
S := n+1
m = m+S
Writeln;
Begin
i = i+1
Expression;
Temp := mass
en p:=p^.next, x = 0;
=p^.next; For x := 0 to 2 do
p^.next; For i := 1 to 10 do
if r <> rel then
else last := p^.prev;
dispose (p); p := nil,
end;
r := p^.prev, begin
Write (mass [i], ' ')
e := e+11;
e := (e+1)^2
r := p^.next;
else first := p^n
i = 27;
i := 5^7+x;
e := ent;
End.

Algorithms

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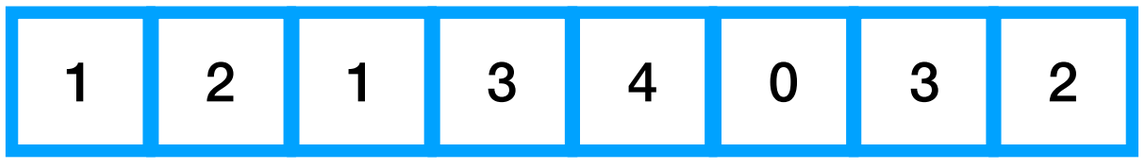
a list of n numbers



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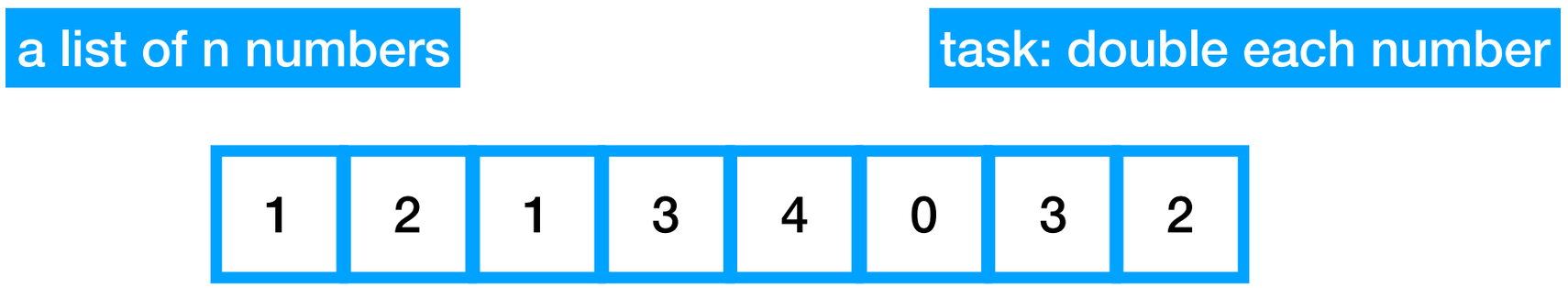

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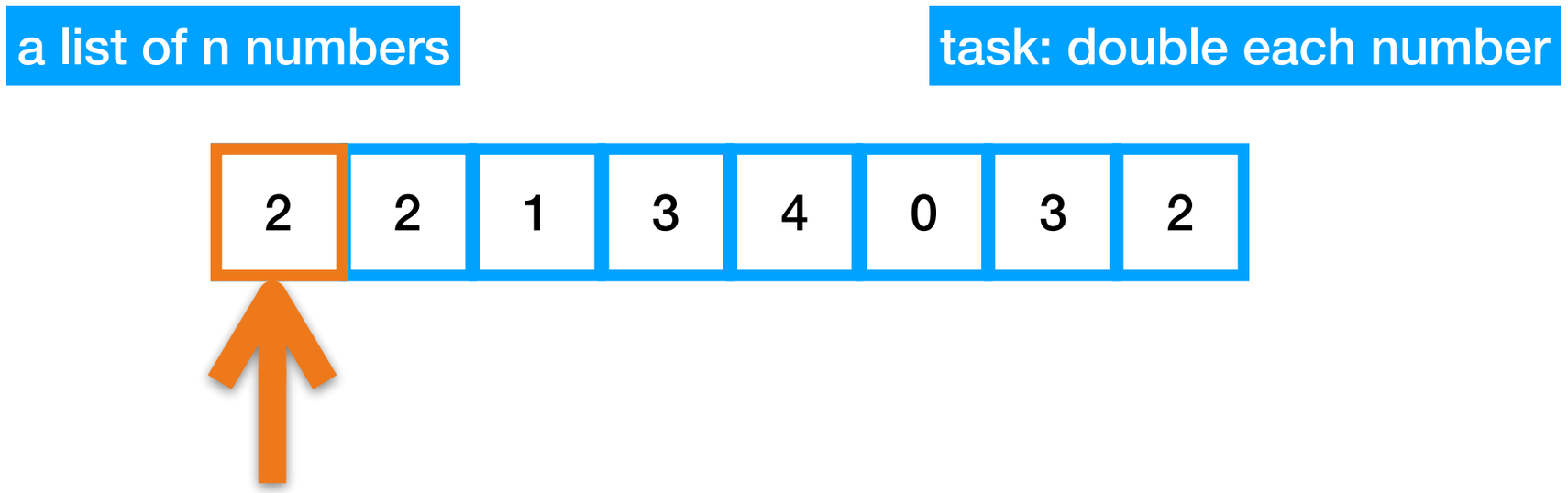

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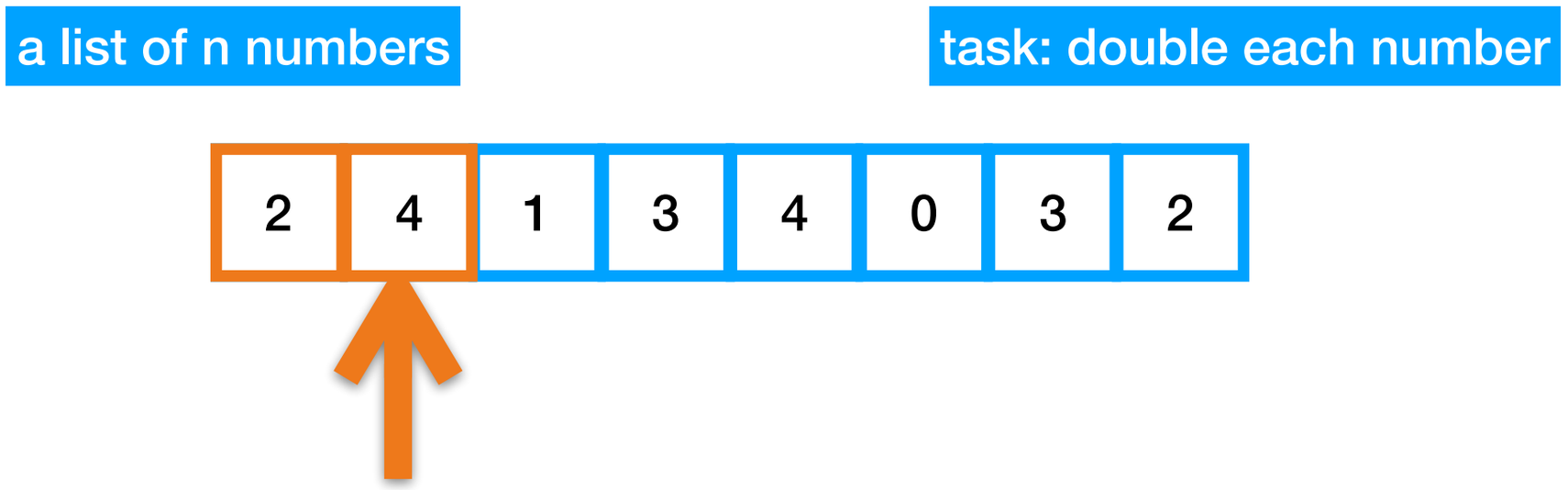

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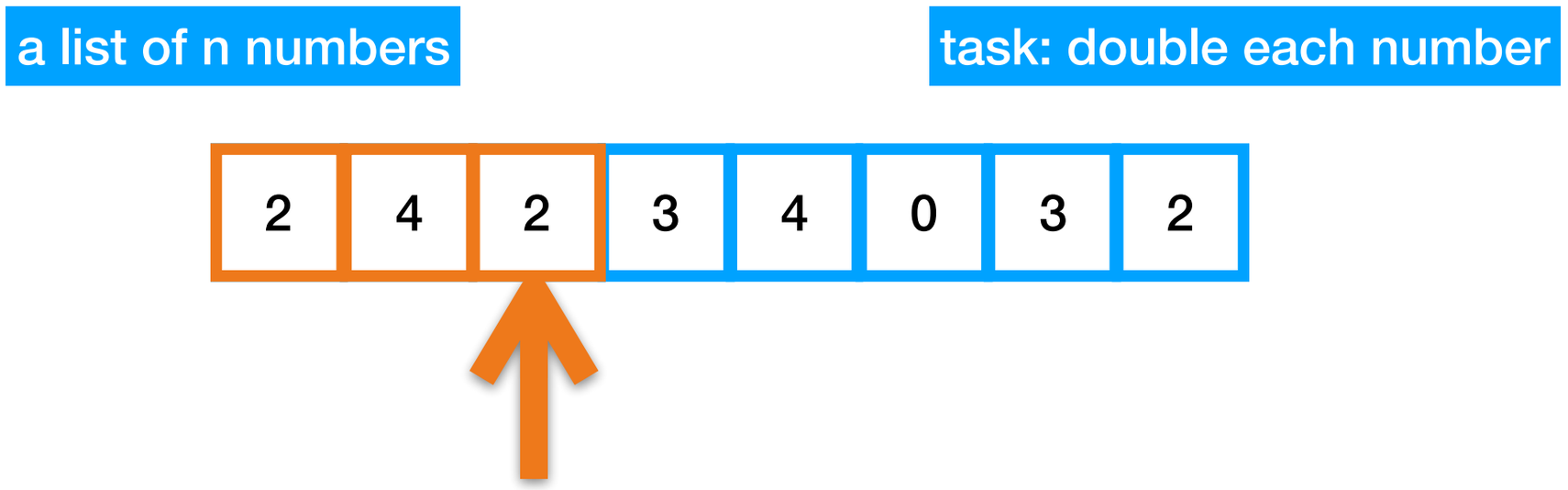

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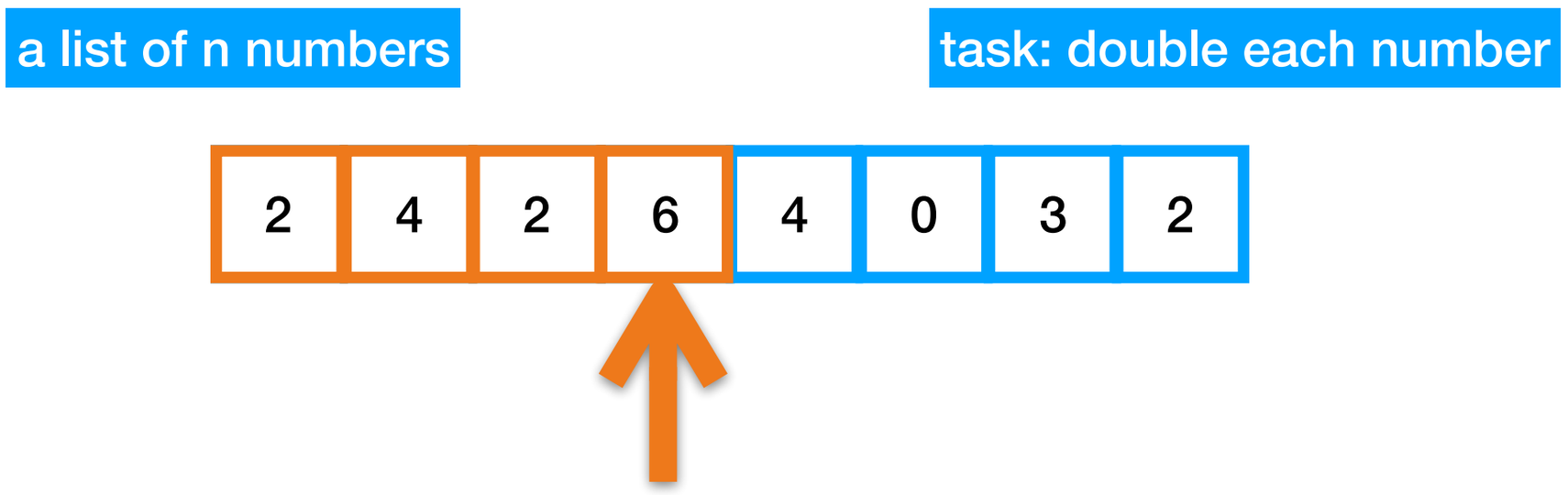

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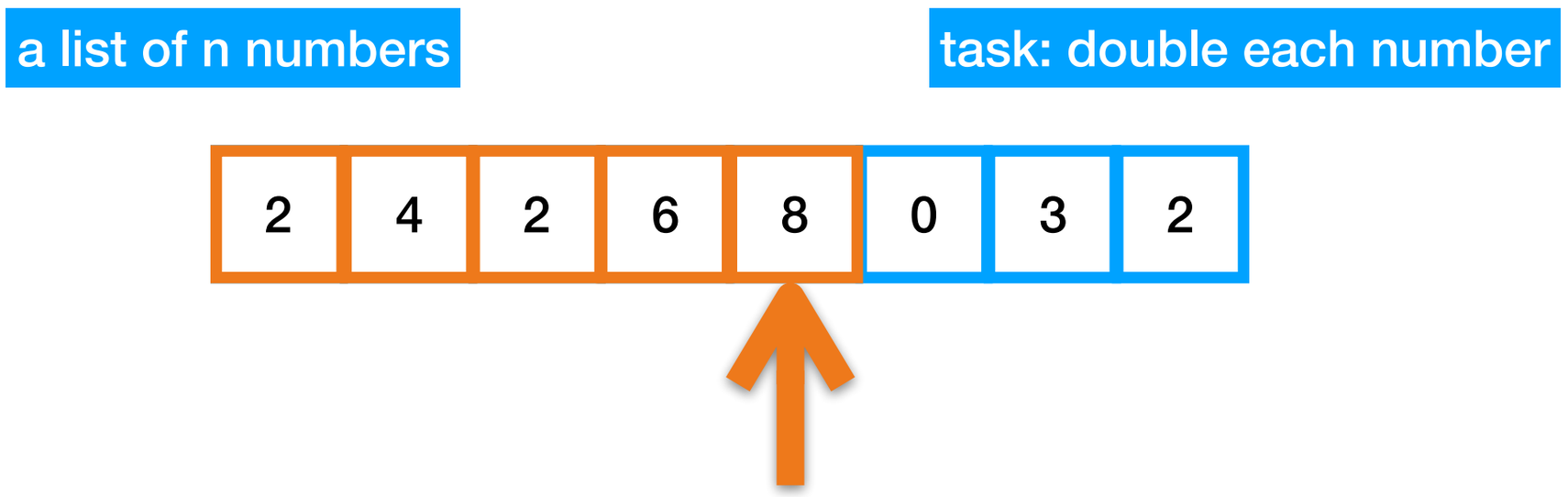

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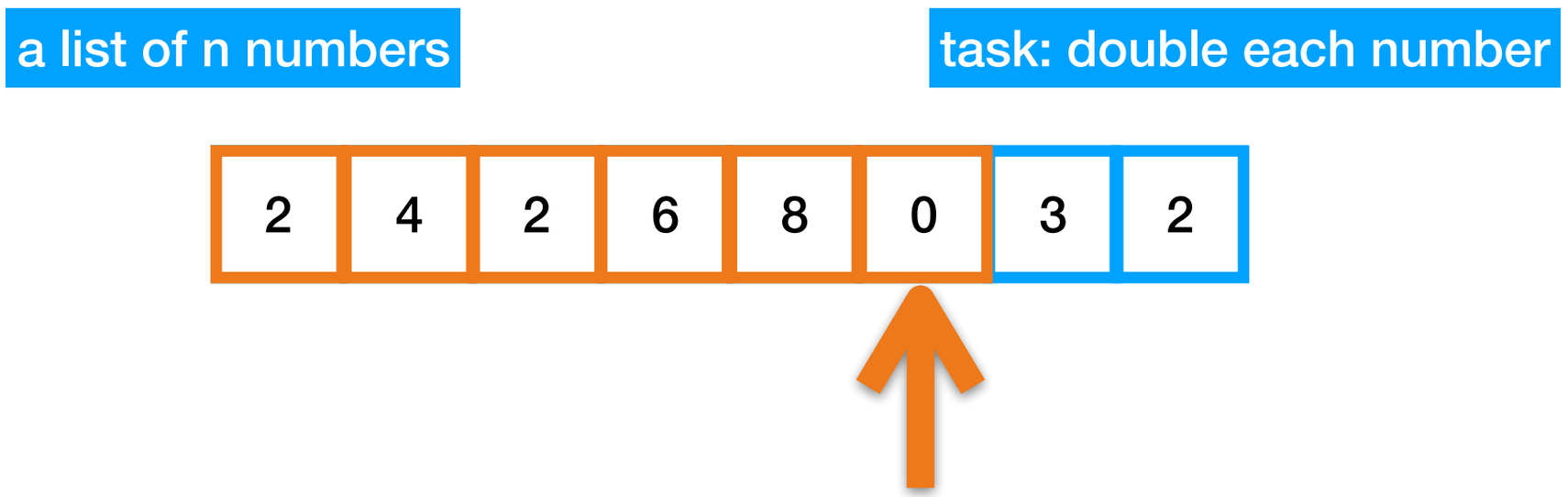

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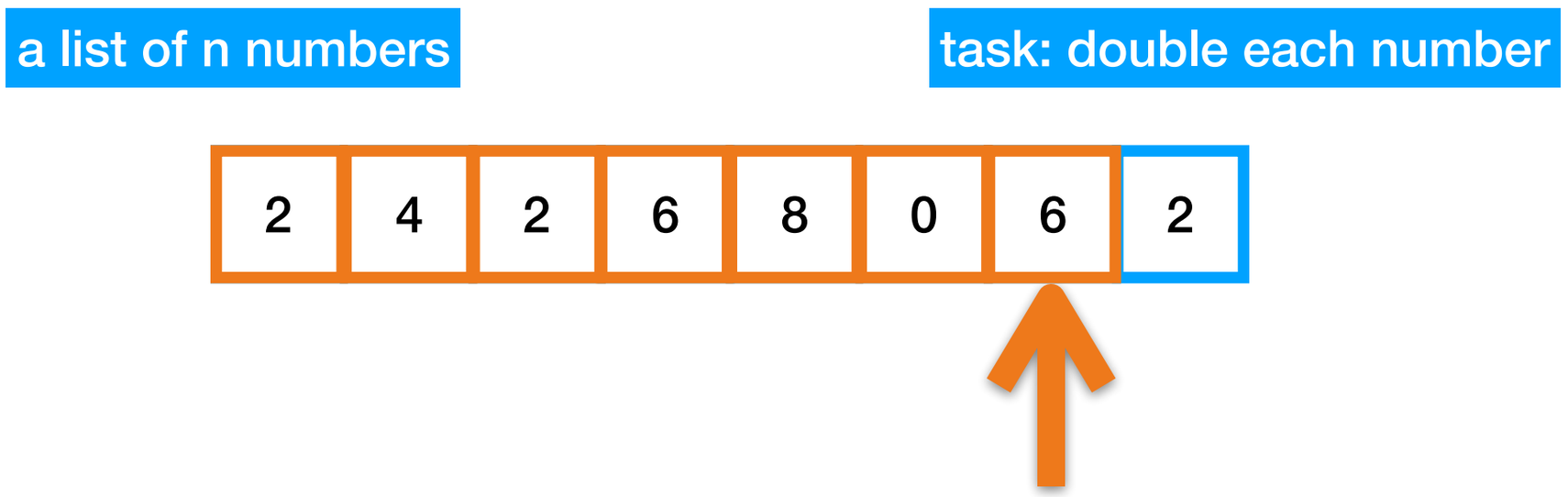

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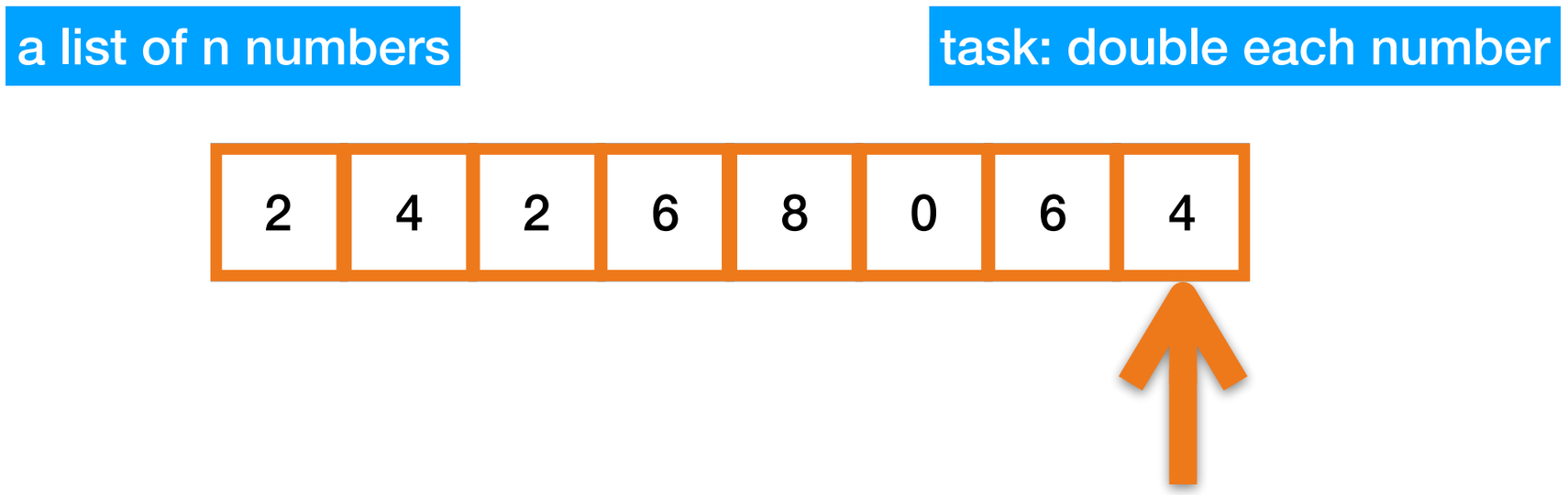

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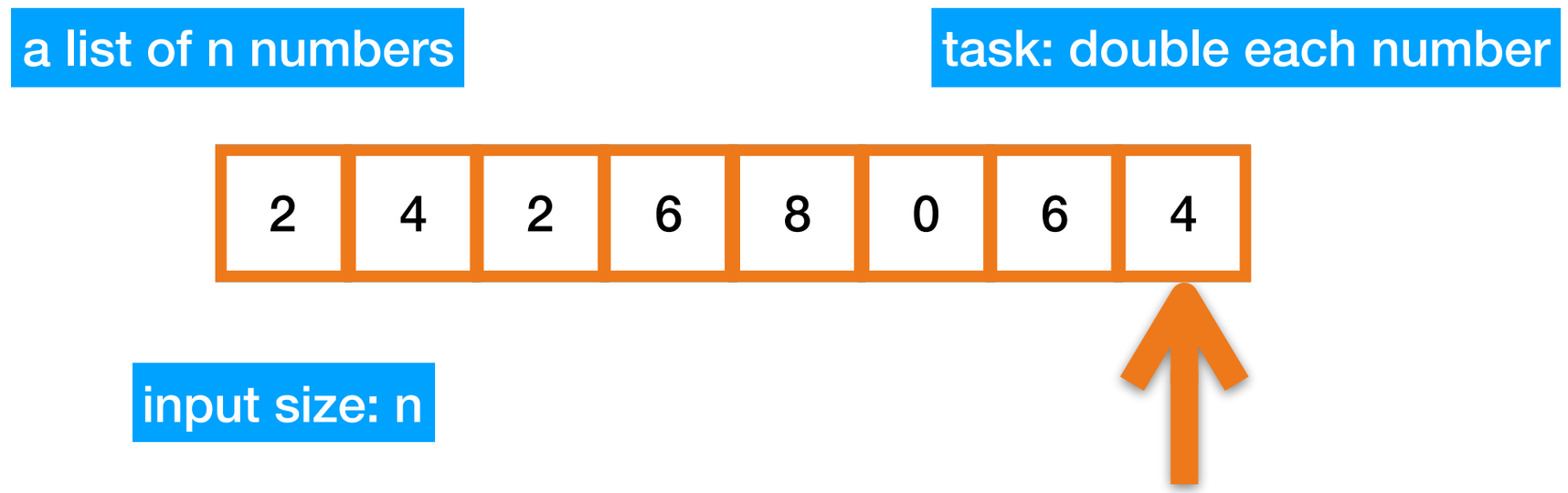

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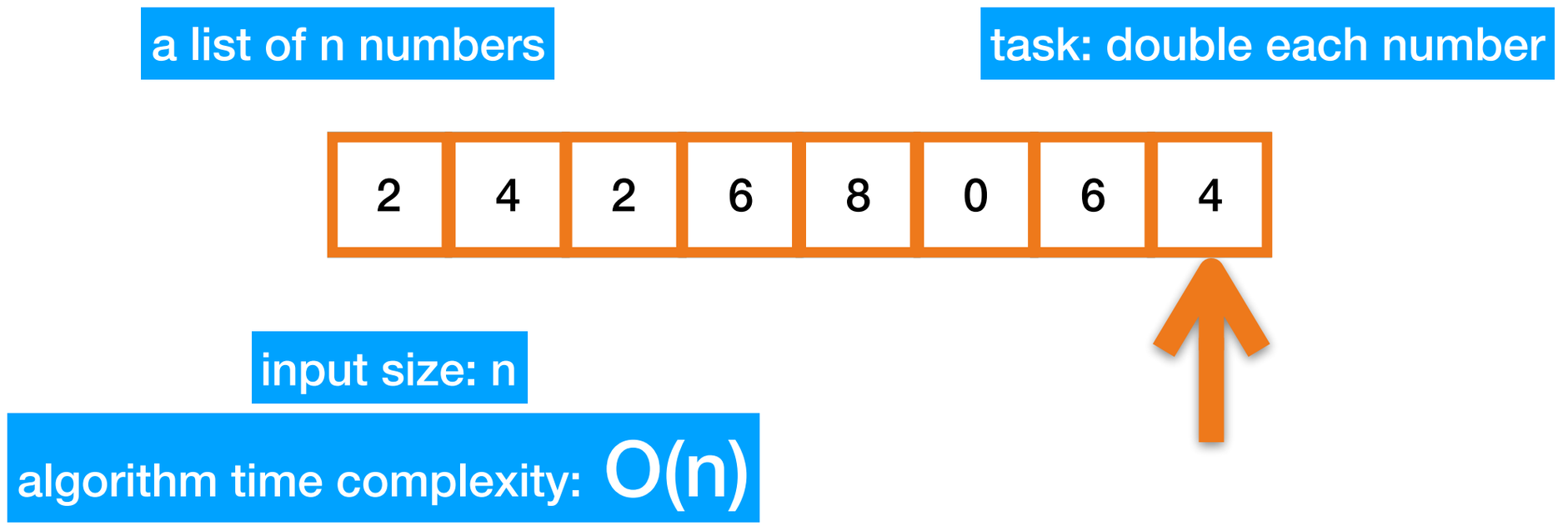
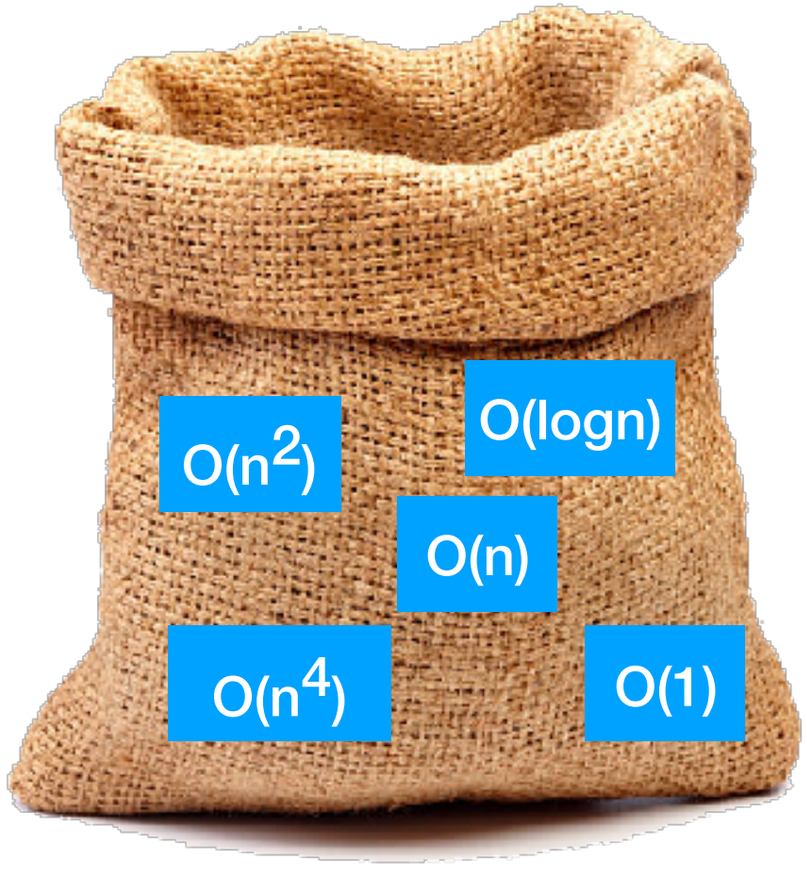


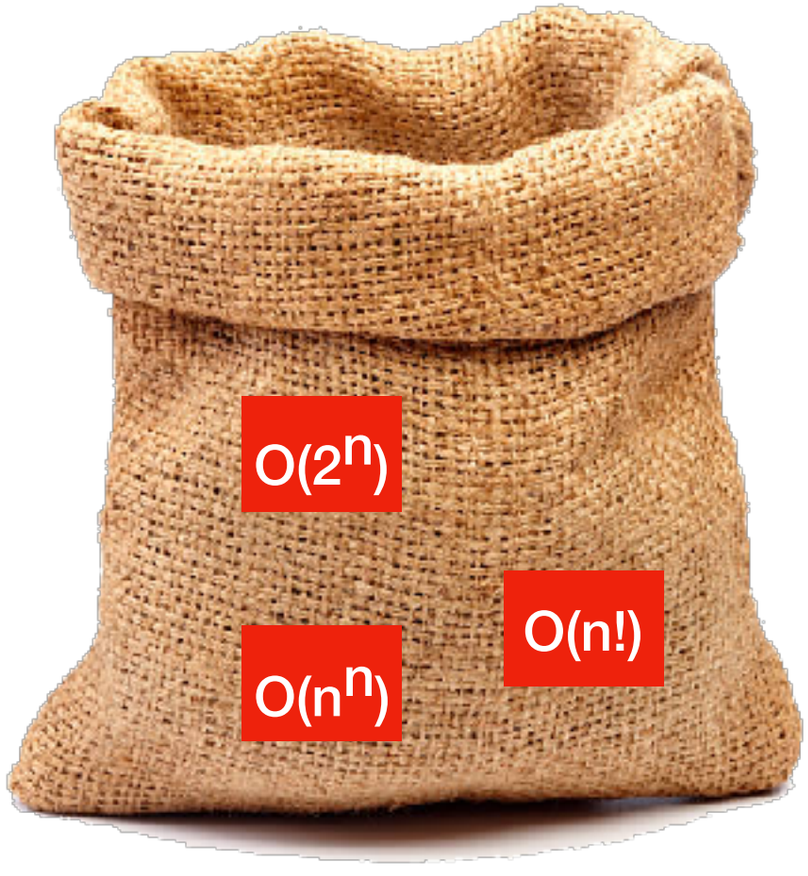
Efficient algorithms

Efficient algorithms

efficient

inefficient

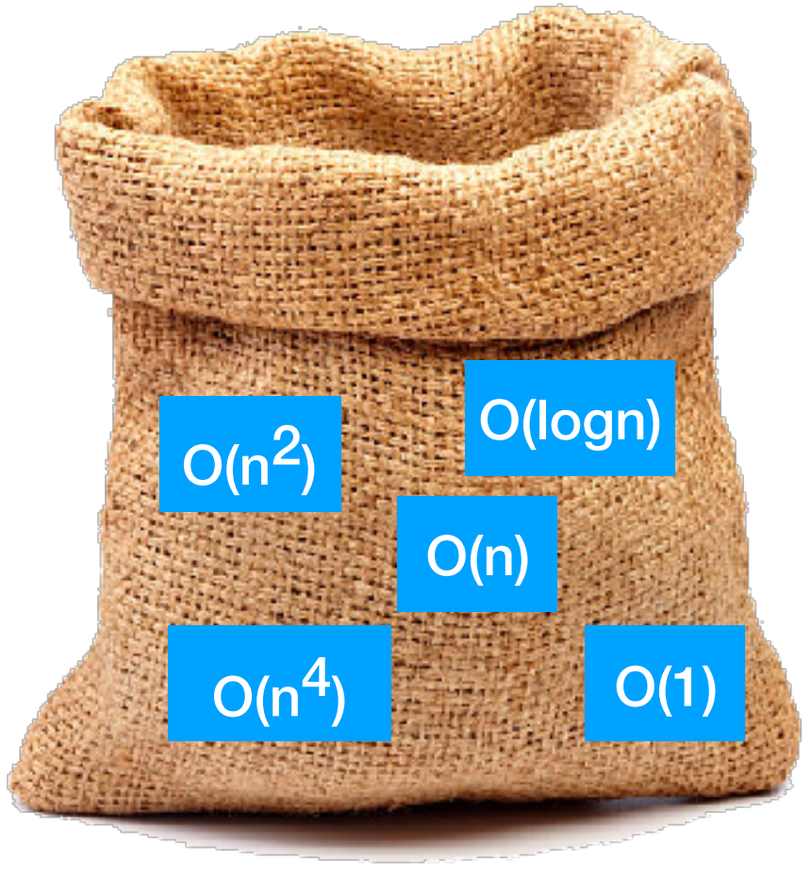




Efficient algorithms

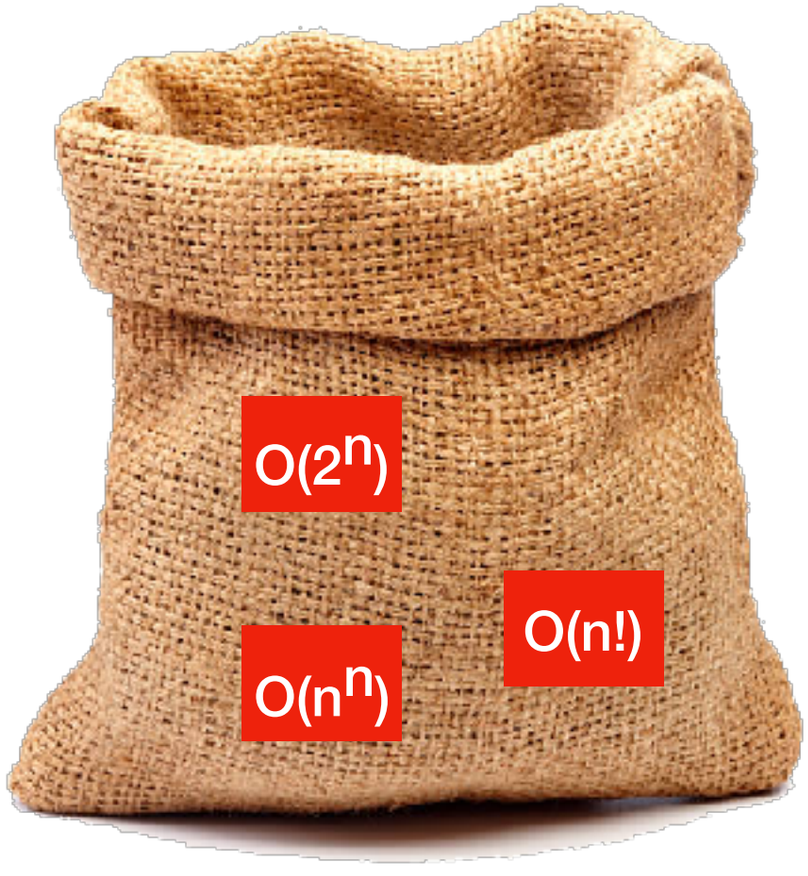
efficient

polynomial time



inefficient

exponential time

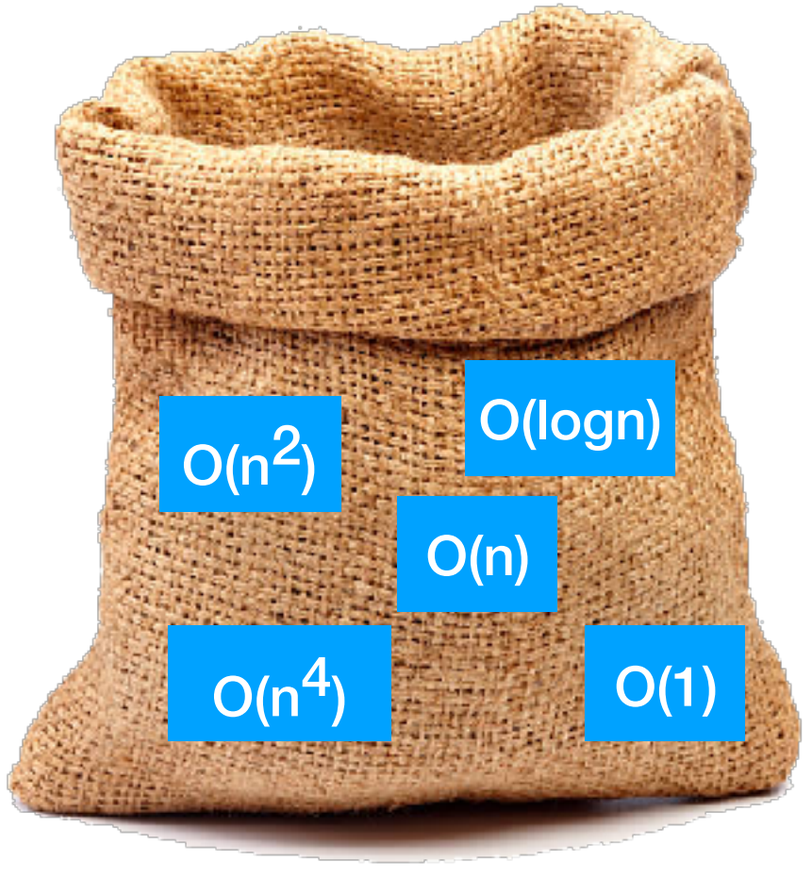


Efficient algorithms

efficient

polynomial time

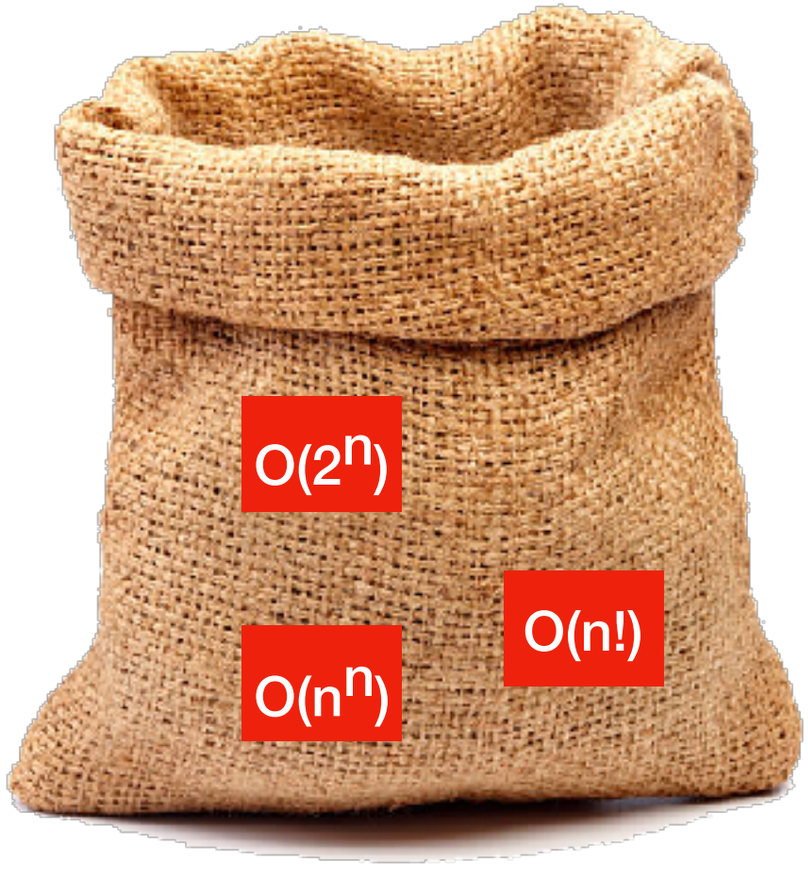
fast in general



inefficient

exponential time

slow in general



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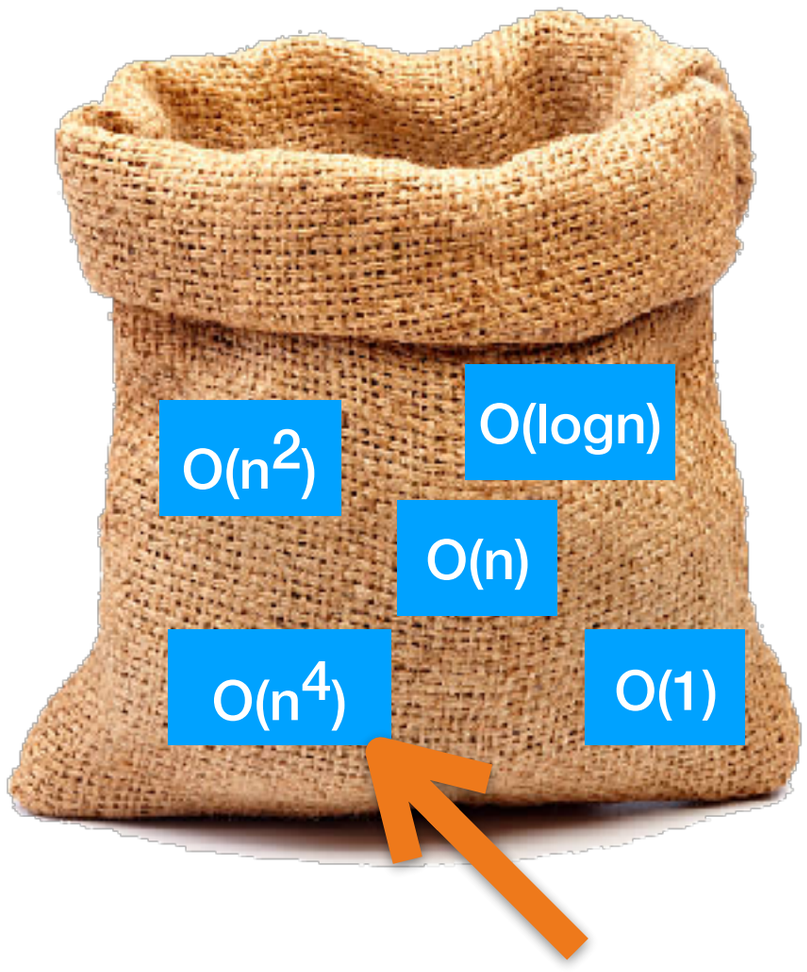

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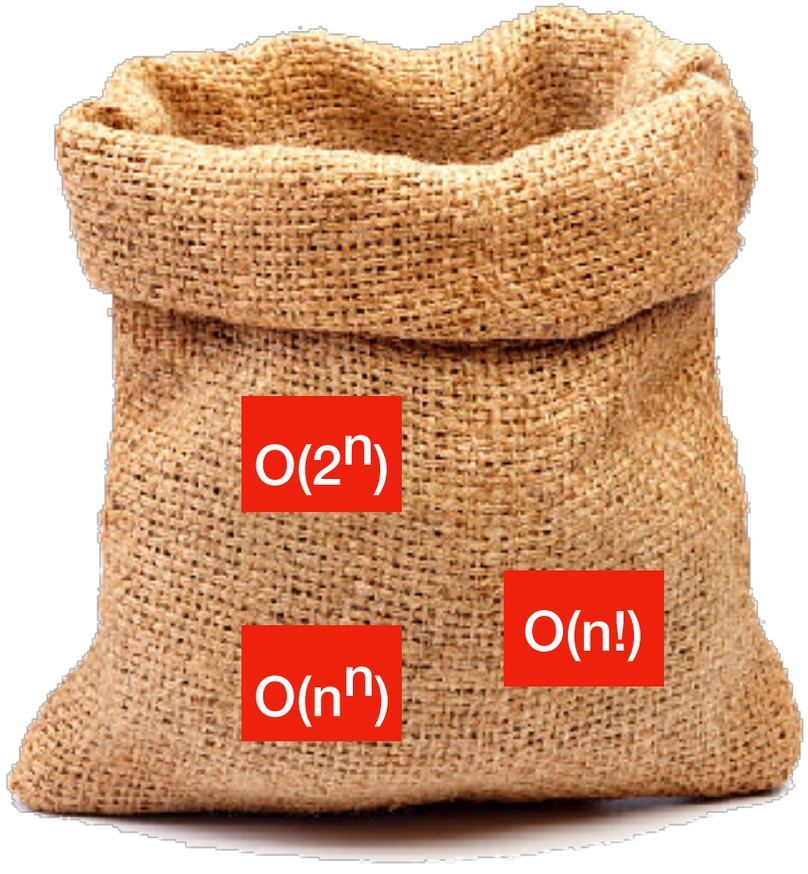

NP hardness

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- If a problem is **NP hard**, then there is no known efficient algorithm that can solve it

5	3			7				
6			1	9	5			
	9	8					6	
8				6				3
4			8		3			1
7				2				6
	6					2	8	
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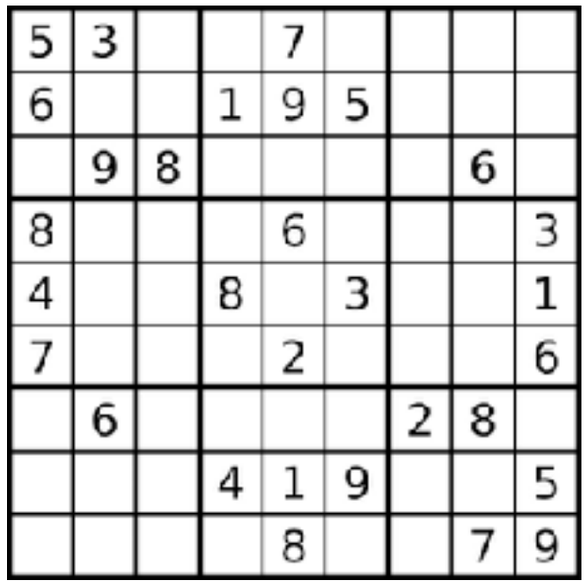

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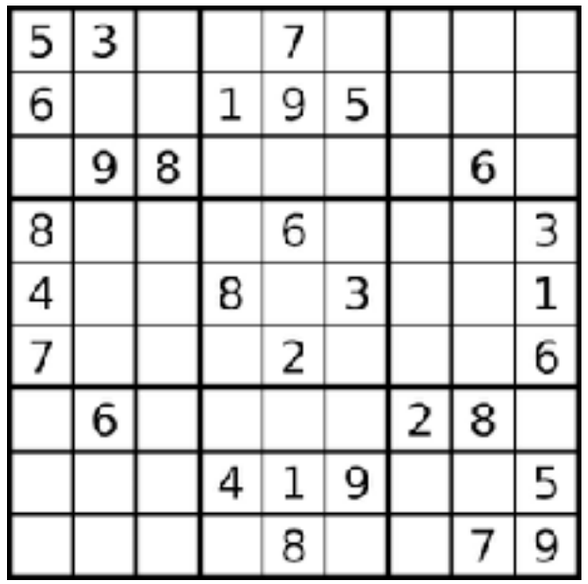

This is one of the biggest open questions in computing science

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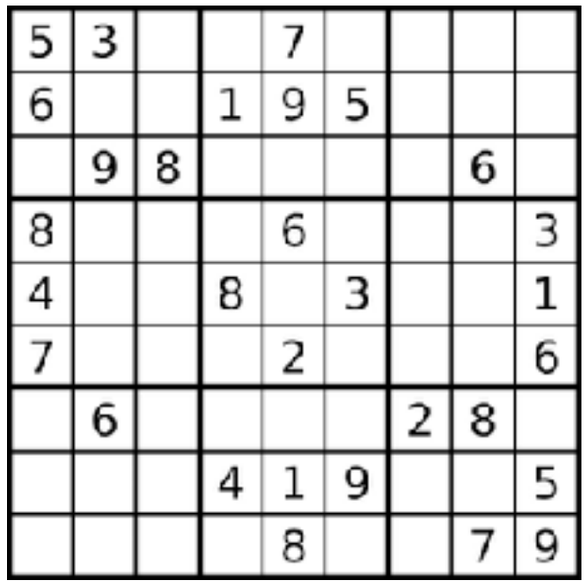


This is one of the biggest open questions in computing science

http://www.claymath.org/millennium-problems

$1,000,000 prize

Matching Problems

Matching problems

Matching problems

- Assign one group of things to another group of things

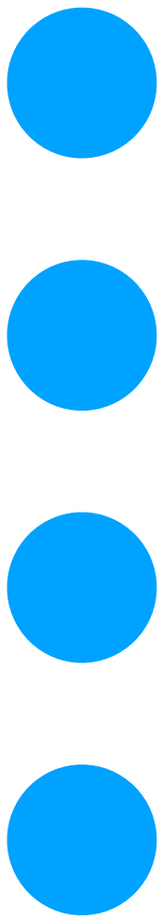
Matching problems

- Assign one group of things to another group of things
- Based on preferences

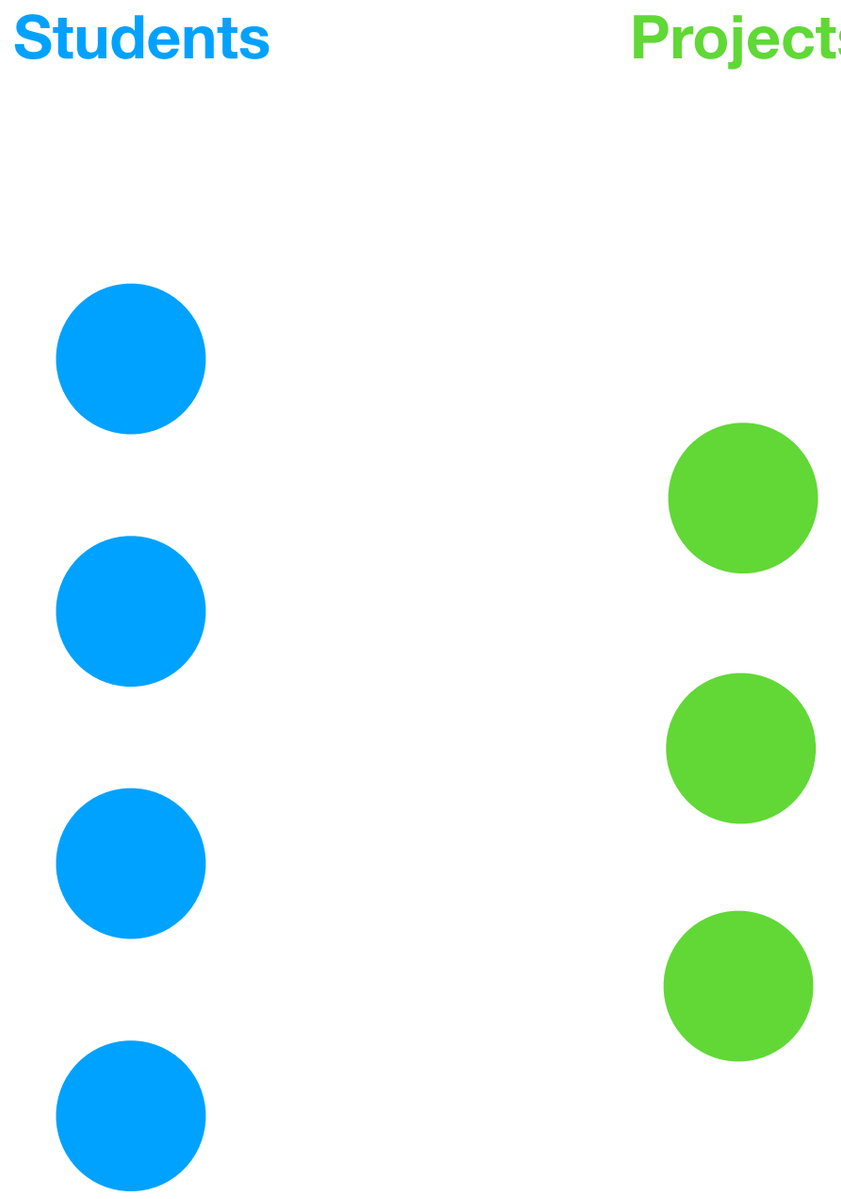
Student-project allocation problem

Student-project allocation problem

Students



Student-project allocation problem



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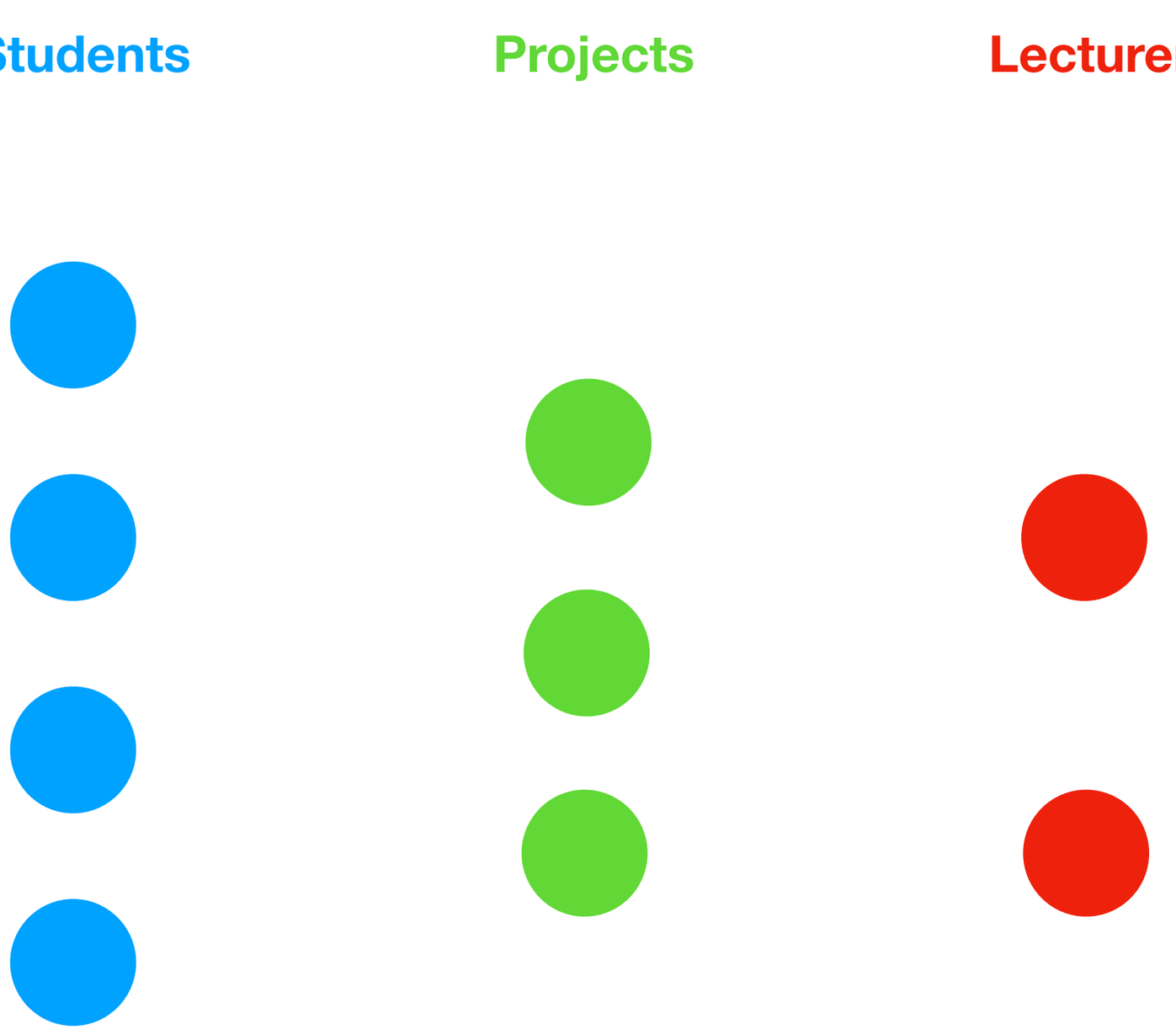

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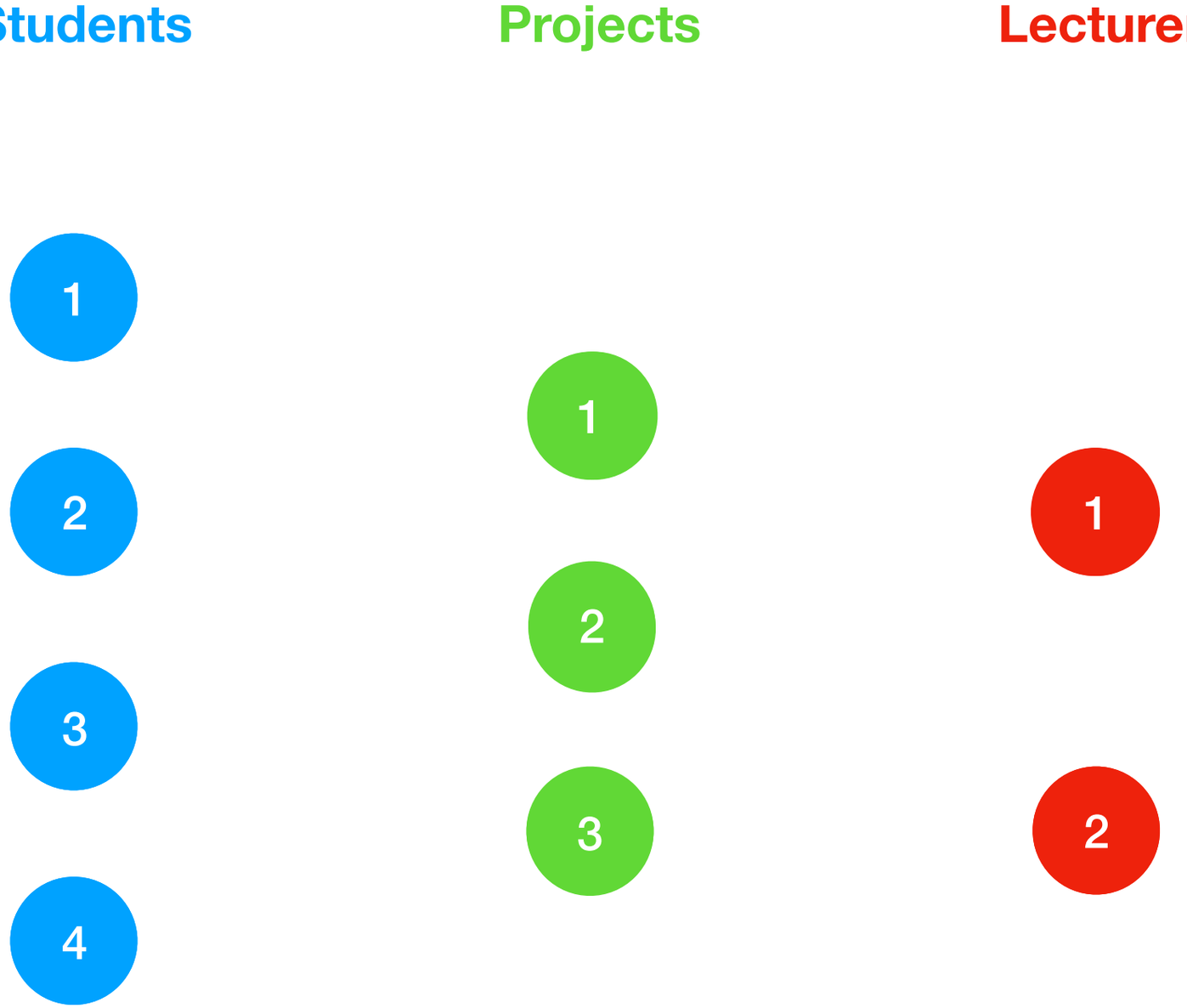

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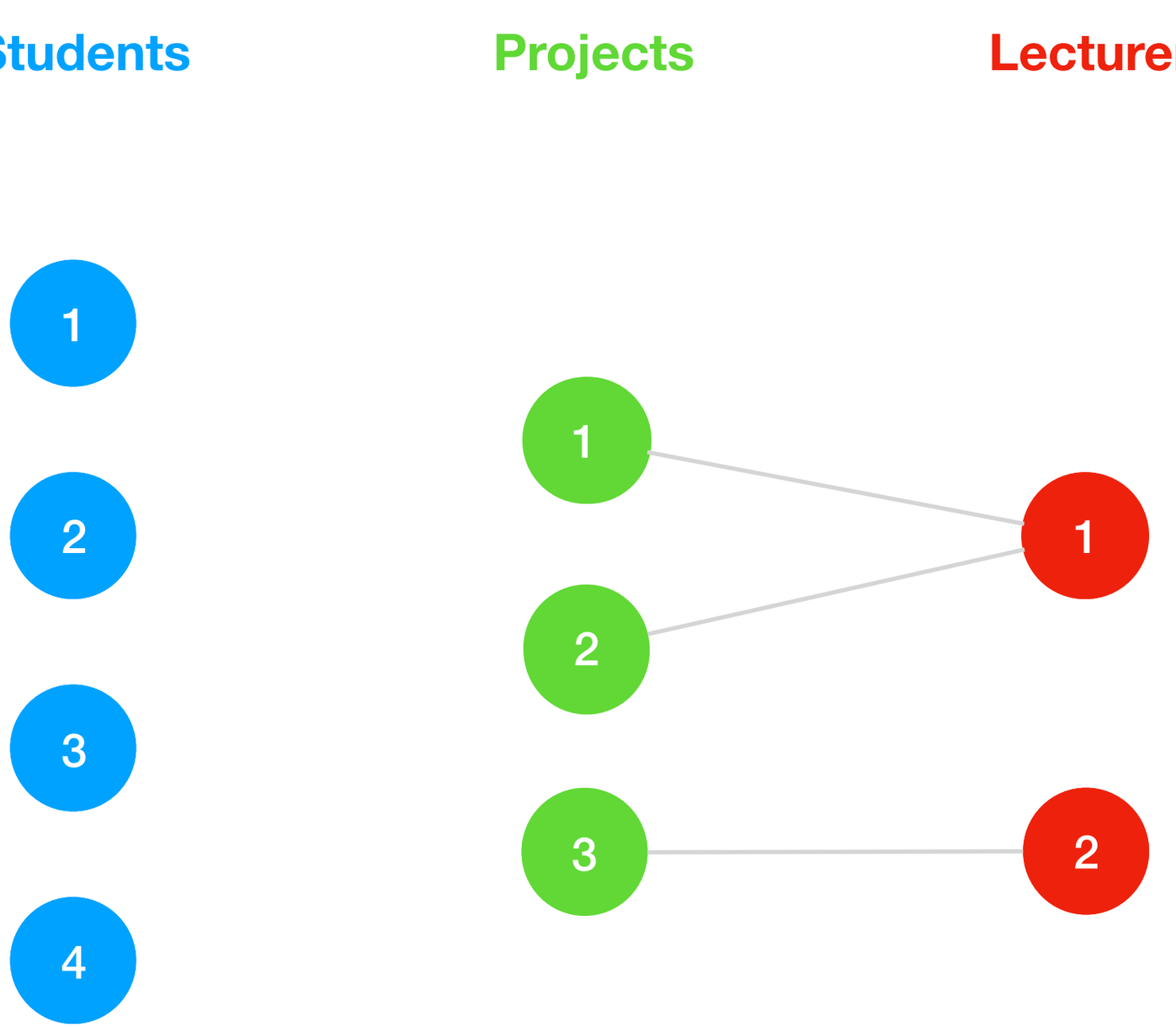

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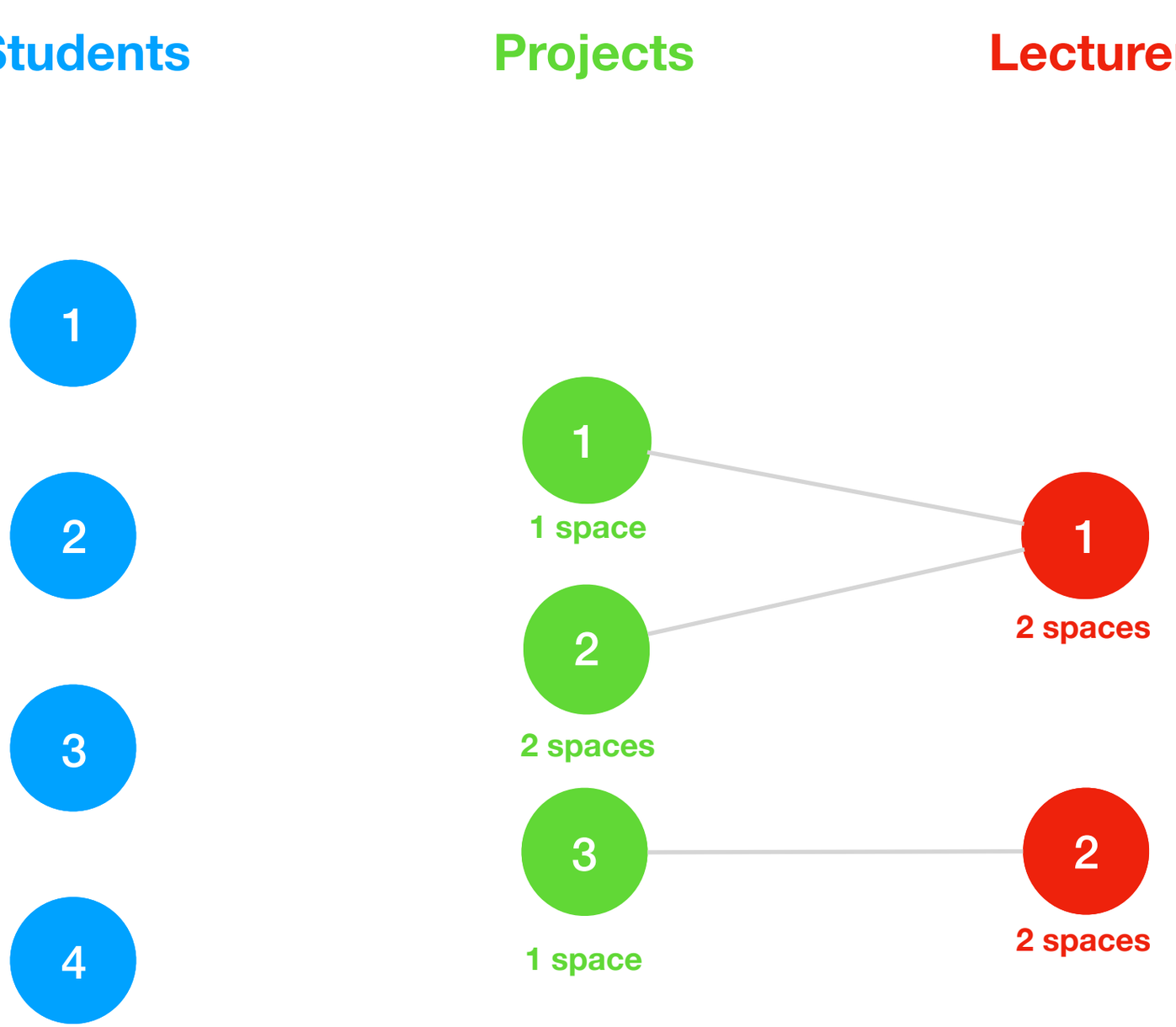

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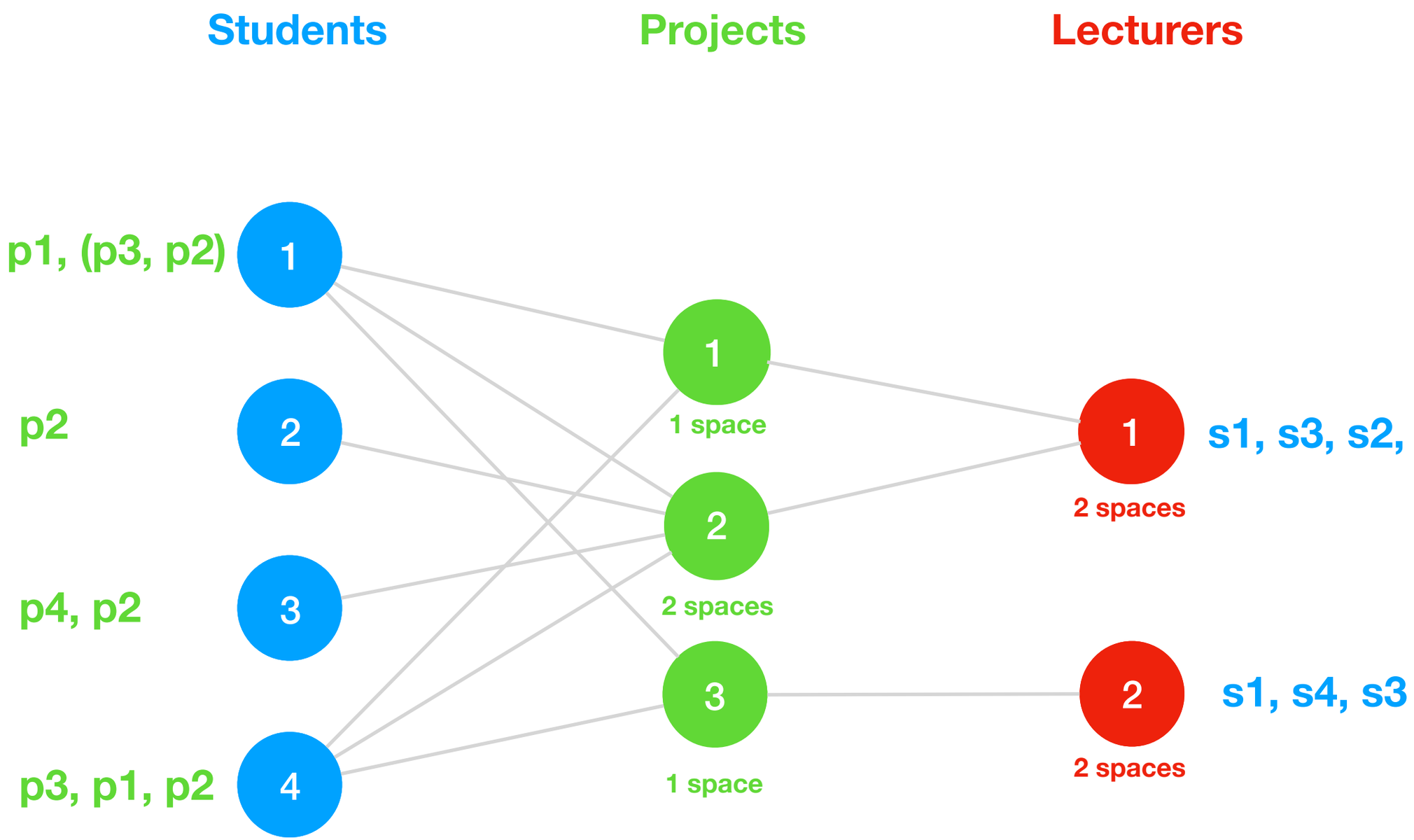

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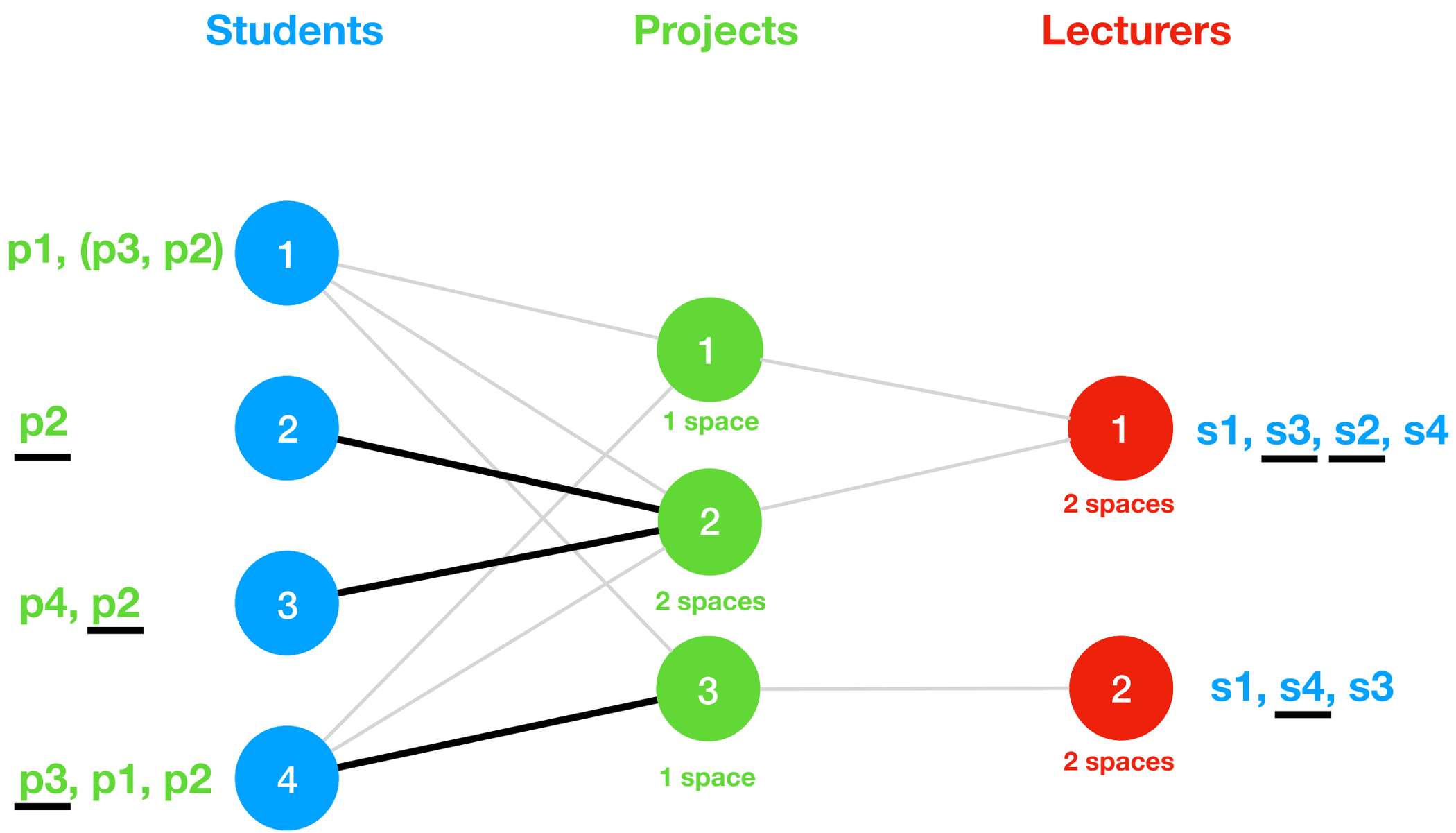

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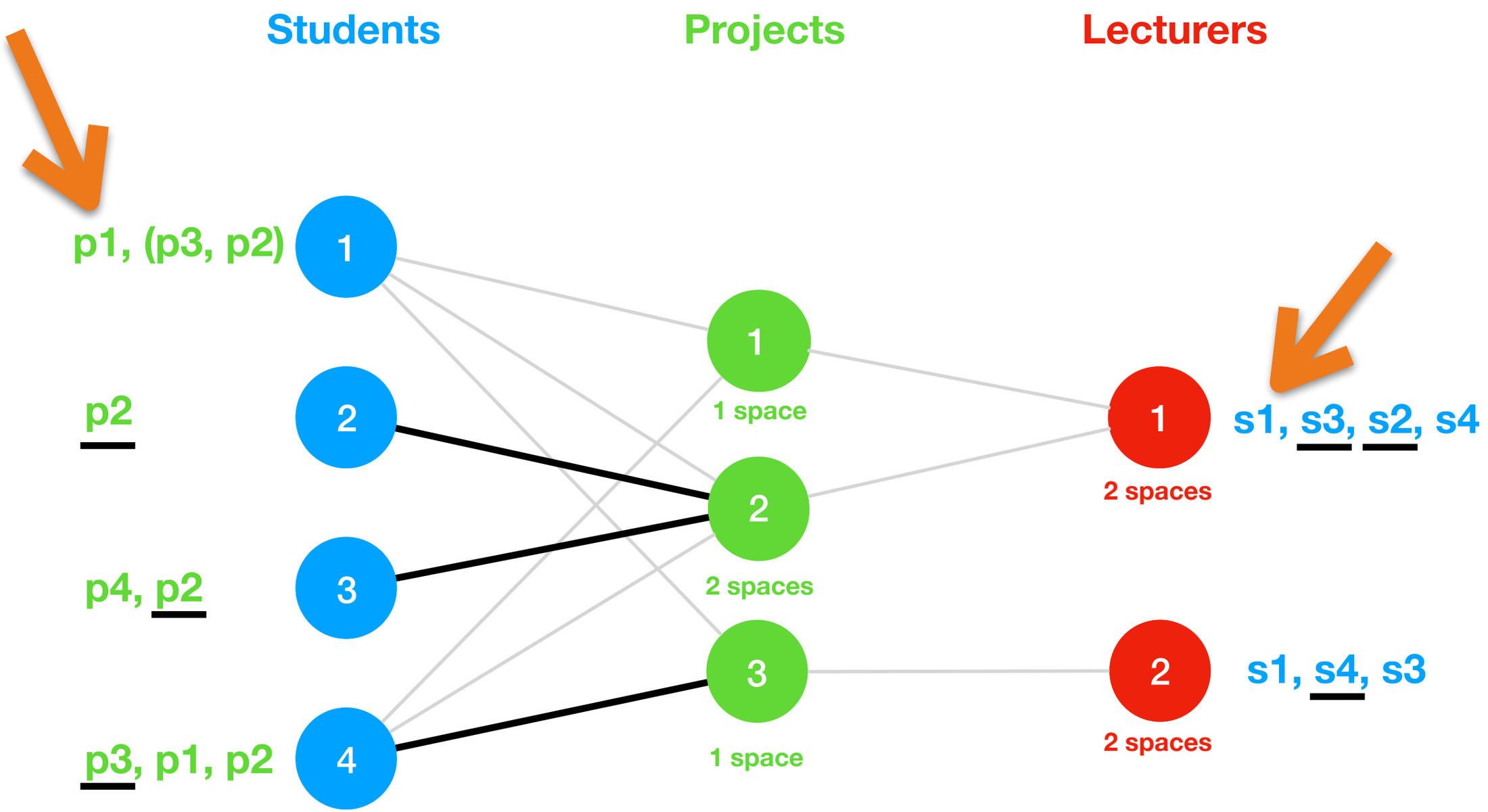
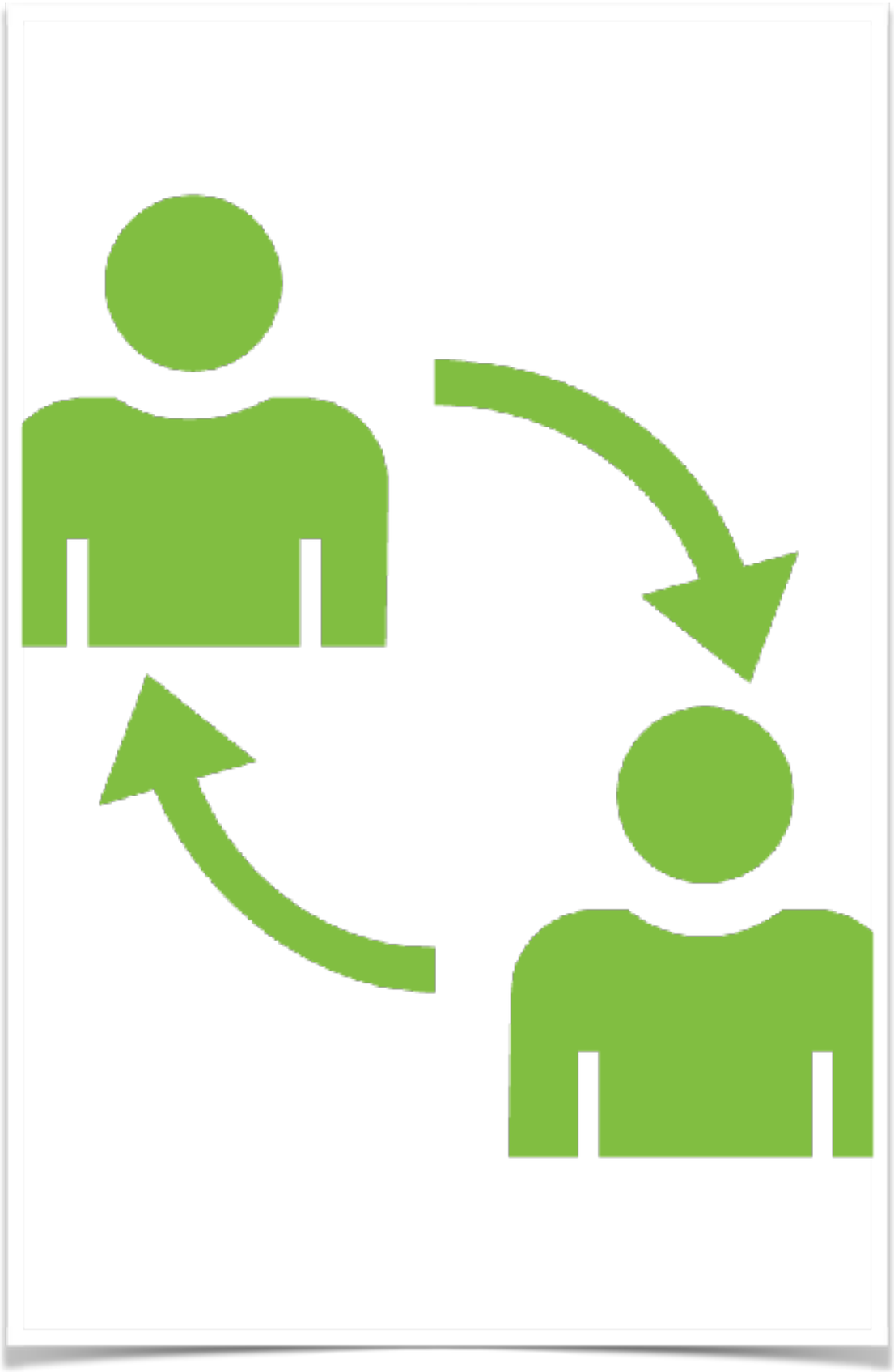


Stable matching



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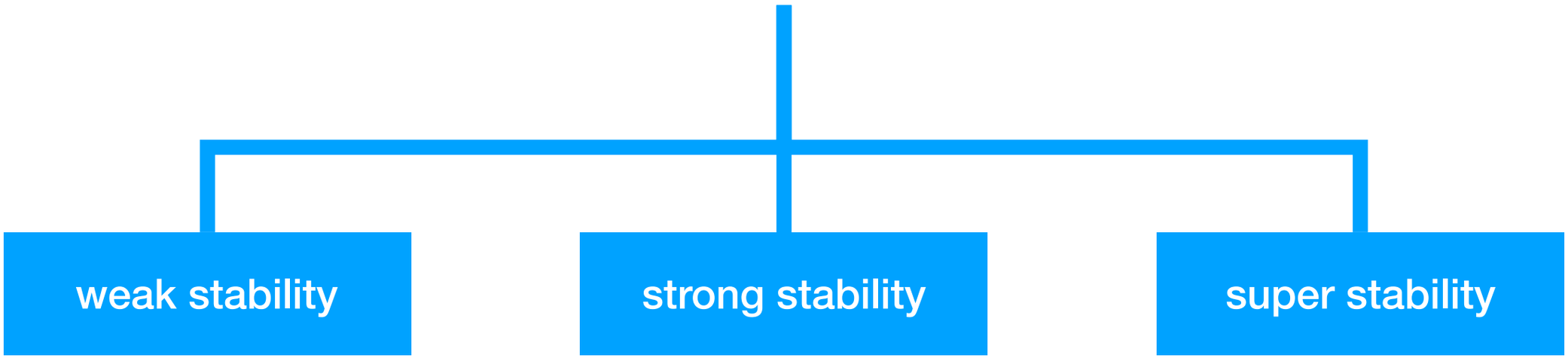

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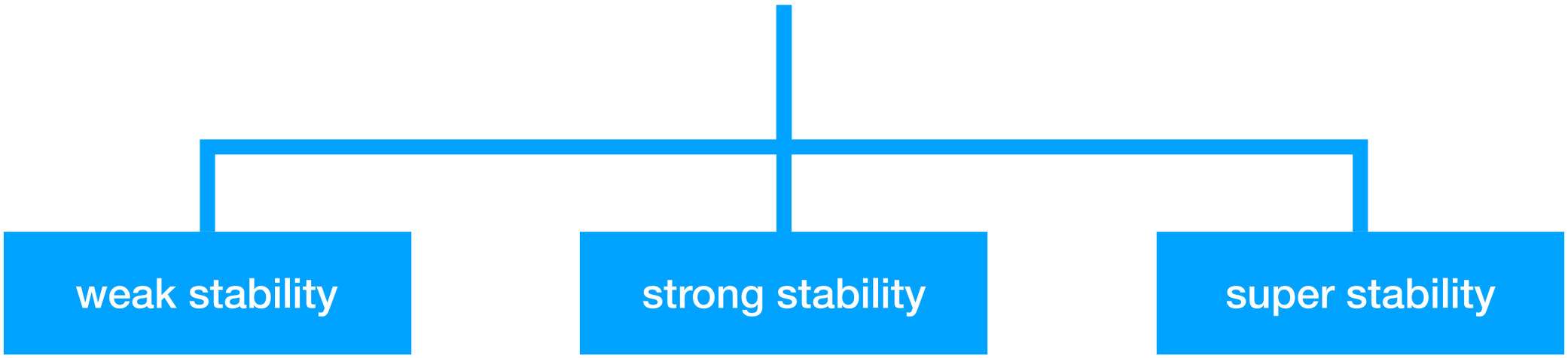

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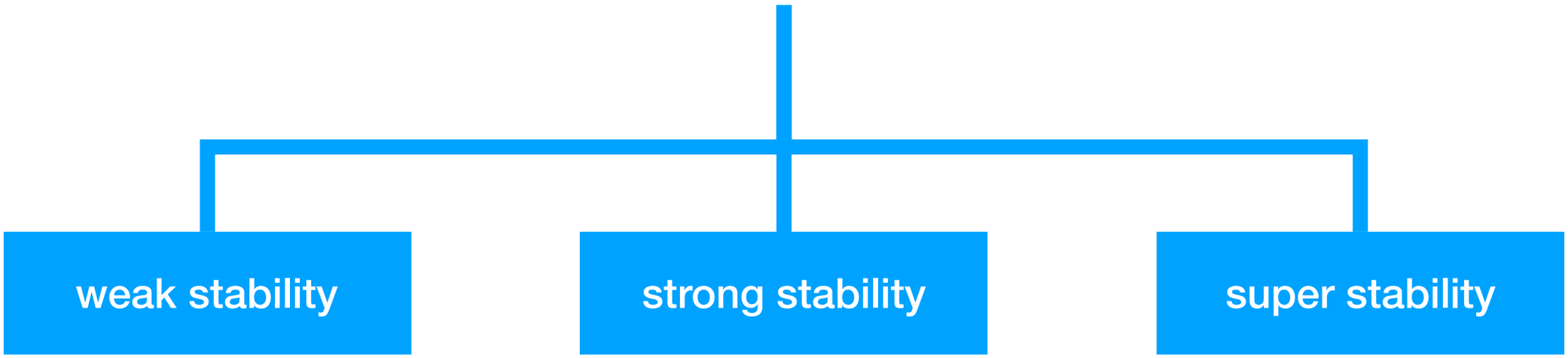

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No Blocking Pairs: one agent benefits, the other is indifferent

No Blocking Pairs: neither agent is disadvantaged

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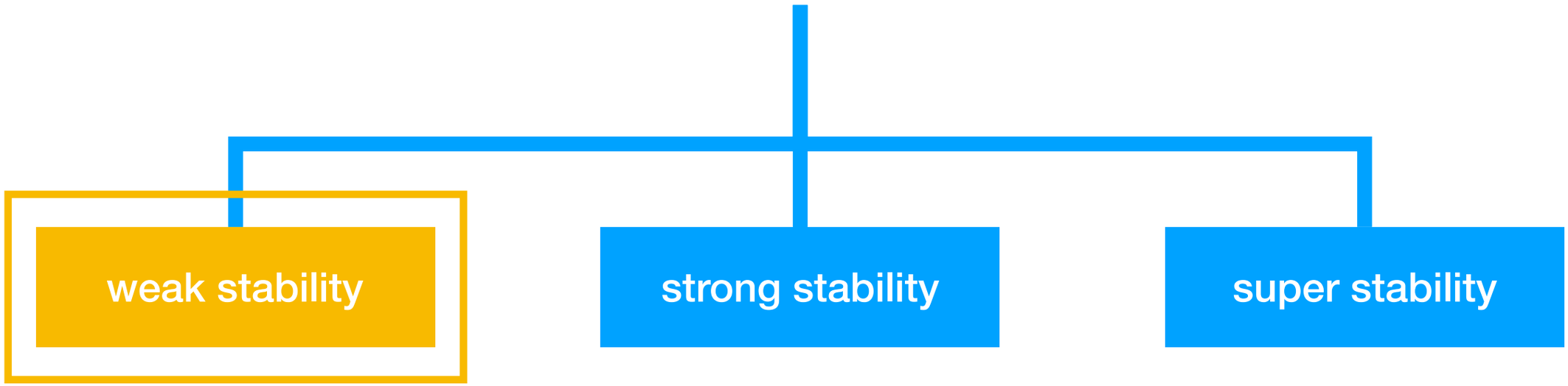

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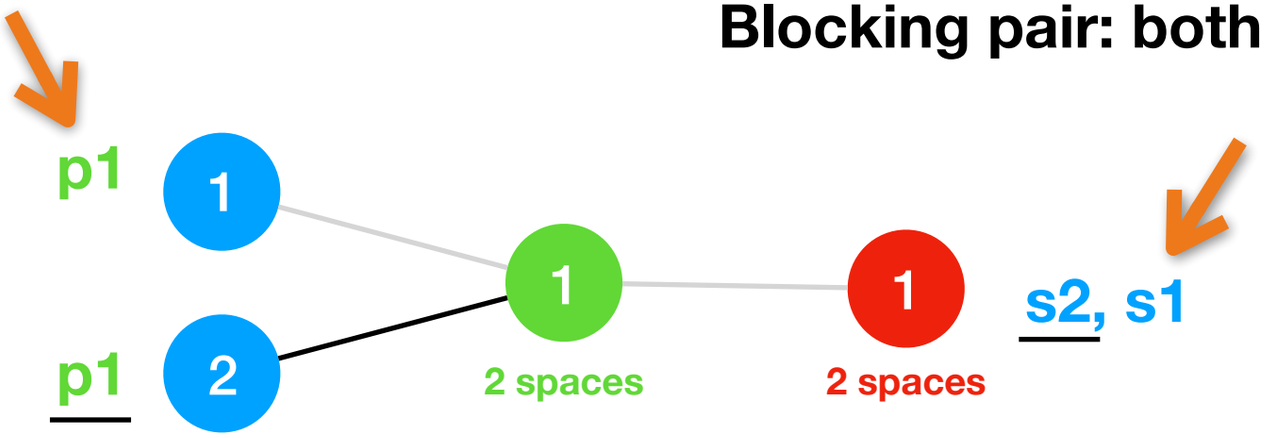

project and lecturer undersubscribed

weak stability

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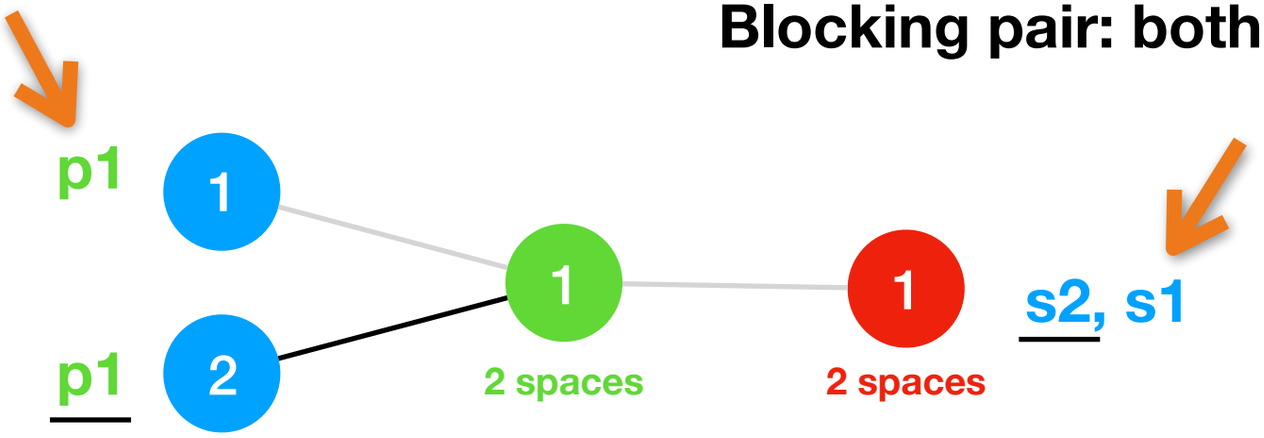

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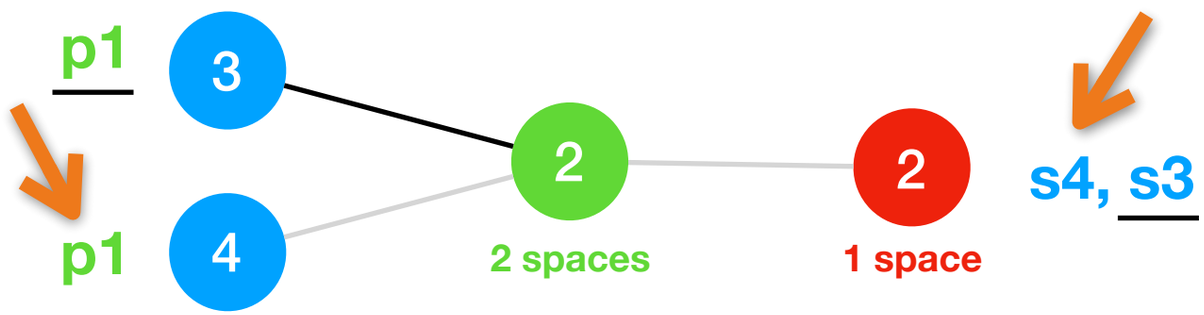

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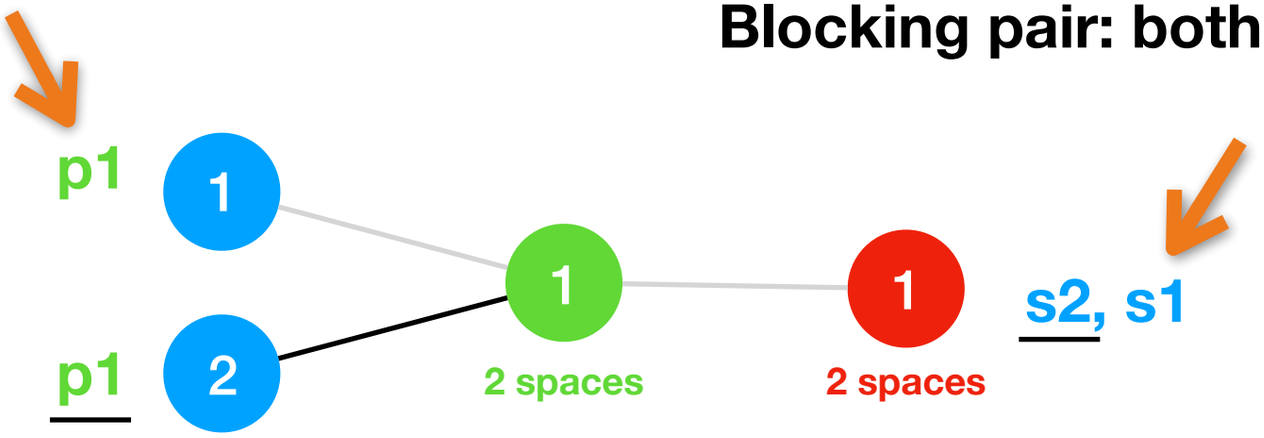

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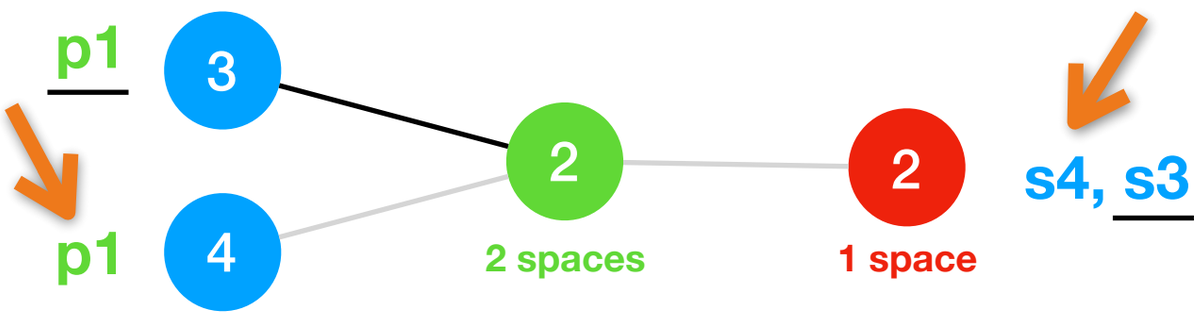

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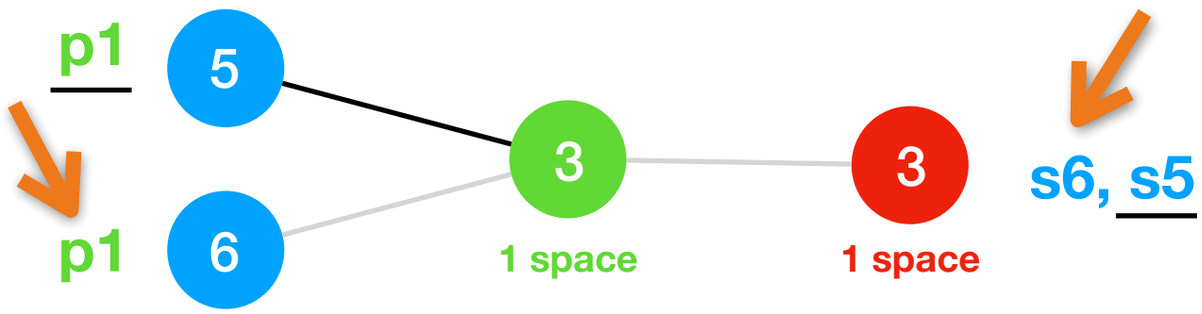
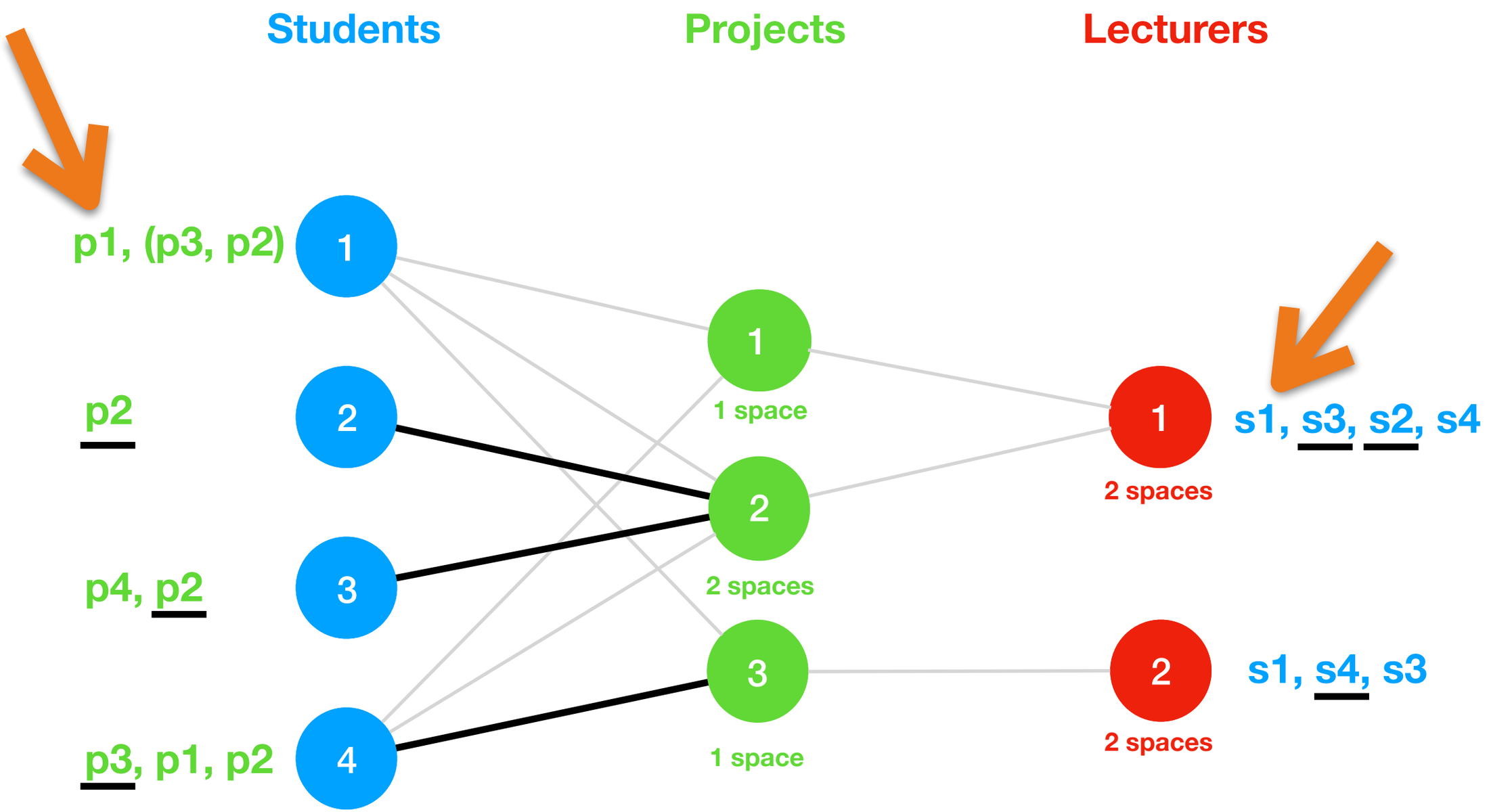


project full

Student-project allocation problem



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Two Algorithms for the Student Project Allocation Problem;
Journal of Discrete Algorithms; 2007; Abraham, Irving, Manlove

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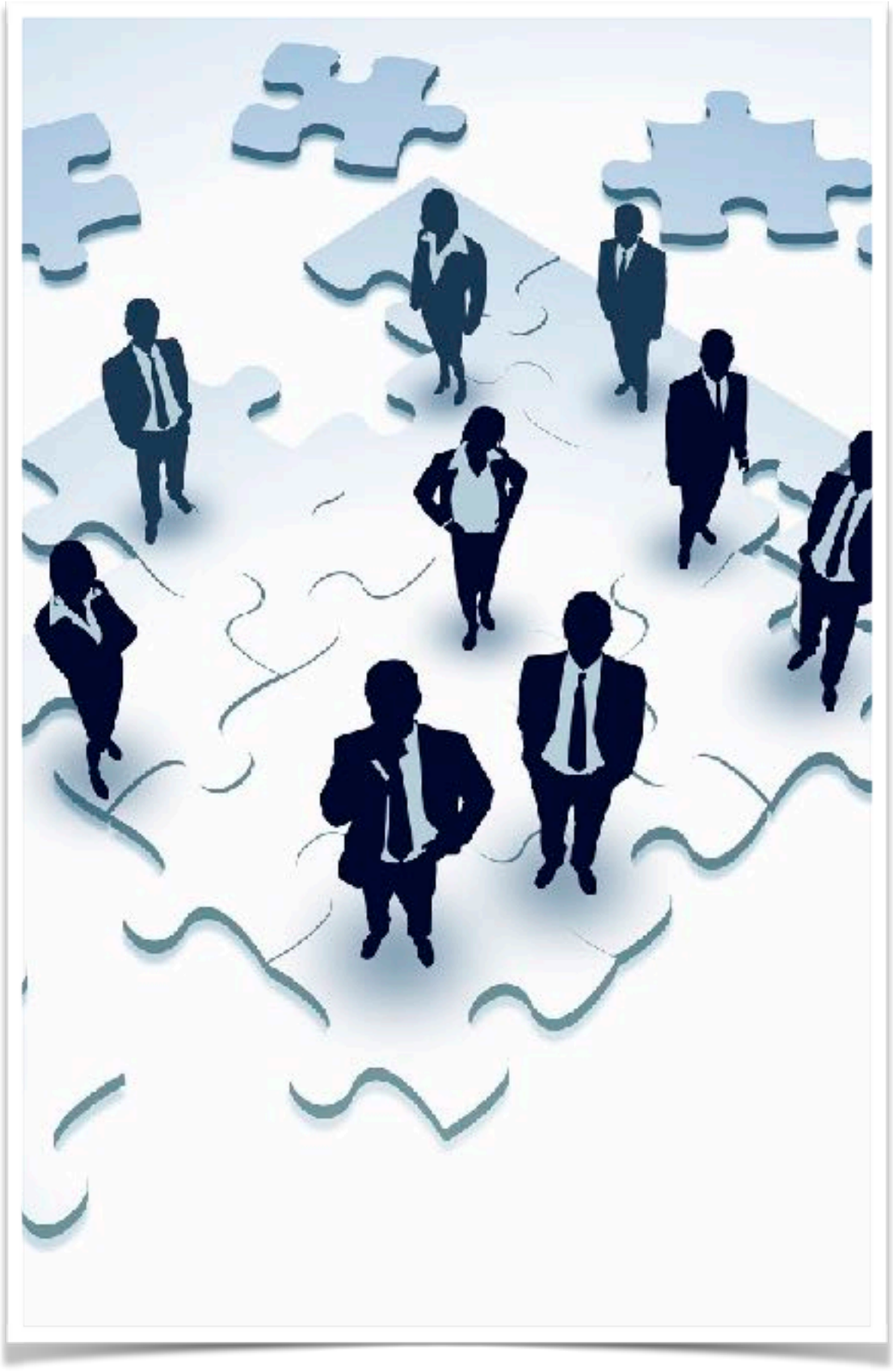
Two Algorithms for the Student Project Allocation Problem; Journal of Discrete Algorithms; 2007; Abraham, Irving, Manlove

Gives us new questions

Maximum sized stable matching



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- Approximation algorithms (poly time)

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- An Integer programming model has been built to find a **maximum stable matching**

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  - Proved that this algorithm is efficient (polynomial-time) and correct (results in a stable matching at least 2/3 the size of a **maximum stable matching**)

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- Students iterate twice through their preference list

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- So is it worth using?

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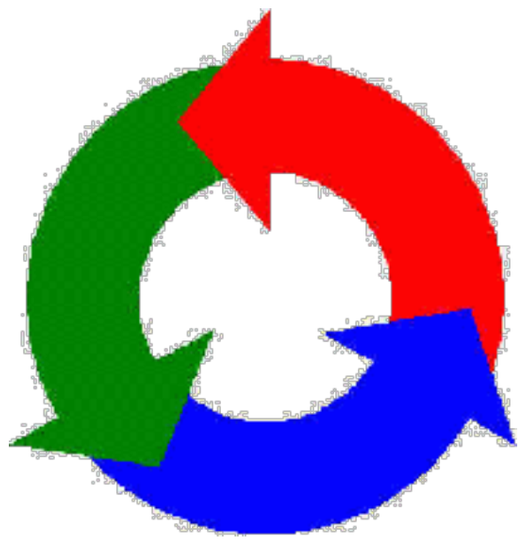

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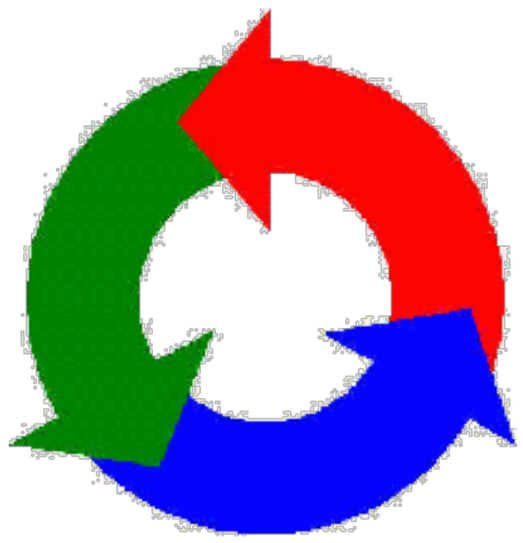
- group of several students and lecturers
- permute their assignments
- some or all get a better outcome



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Thank you

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