An Equitable Solution to the Stable Marriage Problem

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Presentation Overview





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Introduction

The *stable marriage problem* (SMP) is a typical matching problem. Input:

- *n* members of group A (men)
- *n* members of group B (women)
- each member retains a preference list for each member of the opposite group

Objective: identify a *perfect* and *stable* matching between A and B.

- Perfect: all members of A and B should be paired with exactly one member of the opposite group.
- Stable: there exists no pair of couples (a_k, b_l) , (a_m, b_n) such that:
 - a_k prefers b_n to b_l
 - b_n prefers a_k to a_m

simultaneously.



Introduction

Solution: Gale-Shapley algorithm

- one group is assigned as the **proposers**, the other is the **acceptors**
- the proposers issue proposals to the other group
- the acceptors evaluate their proposals and marry their most preferable choice
- guarantee for a stable solution
- termination in $O(n^2)$ steps

Inequality: the proposers are more satisfied than the acceptors

- various real world use cases demand equal treatment to both sides
 - e.g. college admission problem



Introduction

Equitable Stable Marriage Problem (ESMP):

- perfect and stable matching between A and B
- members from both groups should be equally satisfied

ESMP: sex equality minimization is **NP-hard**

Propose: *ESMA*, a heuristic algorithm to identify **equal** and **stable** solutions.



Background Gale-Shapley algorithm

Preparation step:

• the input groups are divided to proposers and acceptors

Step i:

- the proposers:
 - if married, they do nothing
 - ▶ if not married, they propose to their next most preferred choice
- the *acceptors*:
 - receive the proposals
 - engage to the proposer they prefer the most

Termination condition

everybody is married



Background

Gale-Shapley algorithm: Preference Lists

Preference lists:

- ordered lists indicating the preference ordering of each agent for the opposite group members
- index *n* indicating the current fiance OR the next most desirable member

Proposer



Background

Gale-Shapley algorithm: Monotonicity

Preference pointers always move to the same direction:

proposers pointer starts from the first preference and moves downwards (less satisfied)

acceptor pointer starts from a random position and moves upwards (more satisfied)

This monotonicity ensures that:

- the algorithm terminates
- the matching is stable

However:

• the proposers start from higher preference ranks and they are, eventually, favored



Background

Swing

Swing: an equitable algorithm Both groups act as proposers and acceptors:

- group A proposes at even steps
- group B proposes at odd steps

Each proposer issues multiple proposals:

• from their first up to their n^{th} choice

Results:

- stability is guaranteed
- termination is not

Complexity:

• $O(n^2)$ per iteration



Introduction

Main idea: both groups act as *proposers* and *acceptors* in different steps. This way:

- both groups try to achieve the best for themselves
- the frequency of picking a group as proposers impacts the group's final satisfaction

However:

- complex indexing needed for the preference list
- the *monotonicity* is lost
- the GS termination condition (everyone married) is not enough for stability



Preference Lists and Members states

Two indices for each agent:

- n, indicating the next most preferable choice
- *m*, indicating the preference rank of the current fiance (if any)



Agent states:

Status	single	motivated	content
index	$m = \infty$	m > n	m = n

single/motivated the agent proposes to their next preference
 content the agent stops

If an agent with rank r < n proposes, them m = n = r (n and m move upwards).

Propose and evaluate functions

1: Function **EVALUATE**{*a*, *b*} 2: old = M(a)3: if $a.m == \infty$ or $pr_a[b] < a.m$ then 4: old. $m = \infty$ 5: $a.m = pr_a[b]$ 6: if $a.n > pr_a[b]$ then 7: $a.n \leftarrow pr_a[b] + 1$ 8: else 9: $pr_a[b]$: the preference rank of agent a for return false 10: return true agent b $\ell_a[a,n]$: the agent that a prefers n^{th} 1: Function **PROPOSE**{*a*} 2: old = M(a)3: if a,n < a,m then 4: $b = \ell_a[a.n]$ 5: if EVALUATE(b, a) then 6: old. $m = \infty$ 7: a m = a n8: else 9: a.n = a.n + 1

Algorithm overview & stability

Require: A, B **Ensure:** A stable matching w 1: $w = \emptyset$ 2: k = 03: while not (everyone is content) do 4: k + = 15: P = PICK PROPOSERS(A, B, k)6: for all $p \in P$ do PROPOSE(p) 7: 8: for all $a \in A$ do w = (a, M(a))9: 10: **return** *w*

Stability theorem: if the Algorithm terminates, it finds a stable matching.



Circular dependencies

When an agent receives a proposal from a more preferable choice than n, m and n are moved to previous positions of the preference list

- this creates *circularity*
- circularity may lead to infinite loops: a set of agents may re-iterate their preference lists endlessly

Observation:

- the pattern of picking the proposer group, affects the appearance of endless algorithm loops
- the pattern should be:
 - state agnostic but reproducible
 - aperiodic but fair



Assigning Proposers

- 1: Function **PICK_PROPOSERS**{A, B, k}
- 2: if $\sin(k^2) \ge 0$ then
- 3: return A
- 4: else
- 5: return B

"Fair" function between the opposite groups:



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Performance Optimization

No need to reiterate over the entire preference list:

- when *content*, the agent keeps track of the proposals that he denies
- when *single* or *motivated*, the agent only re-proposes to agents that:
 - they have never received a proposal from him
 - they have proposed to him while content

Not a stability breach:

• absence of proposals means absence of interest (from the other agent)

The optimization is easy to implement and speeds up the algorithm execution.



Performance metrics

Egalitarian cost:

$$c(M) = \sum_{(m,w)\in M} pr_m(w) + \sum_{(m,w)\in M} pr_w(m)$$

Sex equality cost:

$$d(M) = \left| \sum_{(m,w) \in M} pr_m(w) - \sum_{(m,w) \in M} pr_w(m) \right|$$

 $pr_a[b]$: the preference rank of agent a for agent b



Data

Synthetics datasets following different distributions:

Uniform random assignment of scores to different agents

Gaussian default order of preference lists and adding Gaussian noise with different amplitude and resorting

Discrete Regions : divide each preference list in two regions (*Hot* and *Cold* region) and uniform distribution within a region

- 100 upto 2000 agents
- 5 variants per size
- Comparing ESMA to Gale-Shapley and Swing
- Each dataset that leads **Swing** to termination is tested



Results vs Dataset size - Uniform distribution



Results vs Dataset size - Gaussian distribution (noise 20%)



Results vs Dataset size - Discrete Regions (hot region: 20%)



Results vs data polarity - Gaussian distribution



Conclusions

In this paper:

- revisited the Equitable Stable Marriage Problem
- observed that the lack of *monotonicity* introduces problems with stability or termination
- identified that a non periodic pattern of assigning proposers solves the problem of termination
- proposed *ESMA*, that:
 - provides "fair" solutions in time equivalent to the non-equitable Gale-Shapley algorithm
 - works satisfactorily for all the tested data distributions



Thank you!

Thank you! Questions?

