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# CS 224w, PS 2, Problem 3

import numpy as np
import snap

# Load the graphs
#-----
G1 = snap.LoadEdgeList(snap.PUNGraph, "g1.edgelist", 0, 1)
G2 = snap.LoadEdgeList(snap.PUNGraph, "g2.edgelist", 0, 1)

# Initialize the voting state
# I will use the following integer encoding:
# 0: Undecided
# 1: Candidate A
# -1: Candidate B
#-----
G = G1

# I decided to use a numpy vector for holding state, because
# there seems to be issues with Snap.py attributes
N = 10000 # Number of nodes
state = np.zeros((N,1), int)

# The initial voting state is based on the last digit of nid
init_vote = {0: 1,
             1: 1,
             2: 1,
             3: 1,
             4: -1,
             5: -1,
             6: -1,
             7: -1,
             8: 0,
             9: 0}
for nid in range(N):
    state[nid] = init_vote[nid % 10]

tiebreak = 1 # Global variable for breaking ties

for day in range(1,11):

    state_next = np.zeros((N,1), int)

    # Iterate over all nodes in increasing Id
    for ni_id in range(N):
        # Only the initially undecided voters get modified
        if (init_vote[ni_id % 10] != 0):
            state_next[ni_id] = state[ni_id]
        else: # Undecided voter
            ni = G.GetNI(ni_id)
            friends_votes = 0
            for nj_id in ni.GetOutEdges():
                # If possible, use values from current iteration
                if (nj_id < ni_id):
                    friends_votes += state_next[nj_id]
                else:
                    friends_votes += state[nj_id]

            if (friends_votes == 0):
                state_next[ni_id] = tiebreak
                tiebreak *= -1
            elif (friends_votes > 0):
                state_next[ni_id] = 1
            else:
                state_next[ni_id] = -1

    # Update state
    state = state_next
    print "At end of day {0:02d}, sum(state)={1:d}".format(day, np.sum(state))

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