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CALCULATION OF PROJECTIONS

1. Procedure declarations. Given a real $(n \times p)$ -matrix A and a real $(n \times s)$ -matrix X , the procedure *orproject* calculates the orthogonal (under the standard inner product) projections of the columns of X on the subspace $\mathcal{C}(A)$, the column space of A , while the procedure *project* calculates projections also of the columns of X and also on the subspace $\mathcal{C}(A)$ but without specifying the projection direction. In addition, the rank of A is calculated.

The declarations of the two procedures are exactly the same.

Data:

- n — number of rows of A ;
- p — number of columns of A ;
- s — number of columns that are to be projected;
- eps — smallest number for which $1 + eps > 1$ on the computer;

$A[1:n, 1:p]$ — array of elements of A ;

$X[1:n, 1:s]$ — array of elements of X .

Results:

r — rank of A ;

$P[1:n, 1:s]$ — array formed by the column vectors being the required projections.

2. Method used. It is clear that the projections of the columns of X on $\mathcal{C}(A)$ can be obtained by premultiplying X by an appropriate projection operator which is expressible as $Q_1 = AA^+$ in the case of orthogonal projection, and as $Q_2 = AA^-$ in the case of oblique projection, where A^+ and A^- are the Moore-Penrose inverse and a generalized inverse of A , respectively. A method for determining Q_1 , which does not require the explicit calculation of A^+ , has been given by Pyle [4] and Milliken [3], while a similar method for obtaining Q_2 — by Baksalary et al. [1].

The procedures of the present paper utilize the possibility ⁽¹⁾ of calculating the projections of the columns of X on $\mathcal{C}(A)$ without actually computing the matrix Q_1 or Q_2 . Precisely, the procedure *orproject* uses the formulae

$$\begin{aligned} A_1 &= A, & P_1 &= \mathbf{0}, \\ A_{i+1} &= (I - u_i u_i^+) U_i, & i &= 1, \dots, p-1, \\ P_{i+1} &= P_i + u_i u_i^+ X, & i &= 1, \dots, p, \end{aligned}$$

where, in each step, u_i is the first column of the $[n \times (p - i + 1)]$ -matrix A_i , and U_i consists of the remaining columns of A_i . The required projections are obtained as the columns of P_{p+1} .

The procedure *project* is based on similar formulae, namely

$$\begin{aligned} A_1 &= A, & X_1 &= X, & P_1 &= \mathbf{0}, \\ A_{i+1} &= (I - u_i u_i^-) U_i, & i &= 1, \dots, p-1, \\ X_{i+1} &= (I - u_i u_i^-) X_i, & i &= 1, \dots, p-1, \\ P_{i+1} &= P_i + u_i u_i^- X_i, & i &= 1, \dots, p, \end{aligned}$$

where u_i and U_i are related to the same partition of A_i as described for the procedure *orproject*.

3. Certification. The procedures proposed have been tested on the Odra 1204 computer which has a 37 binary digit mantissa. The projections of the columns of the matrices $H_n^* = (2n - 1)! H_n$, where H_n stands for the n -th leading principal minor of the Hilbert matrix, have been calculated for $n = 3, \dots, 8$ using three different methods. The last two of them (denoted by II and III in Table 1) use the procedures *orproject* and *project*, respectively, whereas the first method (denoted by I) consists in premultiplying H_n^* by the operator provided by the procedure *ORPROPCOL* (see [2]). For every column of all tested matrices, Table 1 gives the values

$$rd_j = \max_{1 \leq i \leq n} |(\tilde{a}_{ij} - a_{ij}) / a_{ij}|,$$

where \tilde{a}_{ij} is the i -th element of the projection of the j -th column, and a_{ij} is the (i, j) -th element of H_n^* . For all the methods here compared, the values rd_j ($j = 1, \dots, n$) are expected to be zeros.

It should be noted that fully comparable are the values rd_j for methods I and II only, as they both provide the orthogonal projections. However, the values rd_j for the method III compared with those for the method II indicate the advantage of the procedure *project* over the procedure *orproject*. Thus, the former should be recommended whenever the orthogonality of projections is not required.

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procedure orproject(n,p,s,eps,A,X,r,P);
  value n,p,s;
  integer n,p,s,r;
  real eps;
  array A,X,P;
  begin
    integer i,j,l;
    real x,y;
    array N[1:p],H[1:p+s];
    r:=0;
    eps:=eps†2;
    for i:=1 step 1 until n do
      for j:=1 step 1 until s do
        P[i,j]:=0;
    for j:=1 step 1 until p do
      begin
        x:=0;
        for i:=1 step 1 until n do
          x:=x+A[i,j]†2;
        N[j]:=x
      end j;
    for l:=1 step 1 until p do
      begin
        x:=0;
        for i:=1 step 1 until n do
          x:=x+A[i,l]†2;
        if x>eps×N[l]
          then
            begin
              r:=r+1;

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for j:=1 step 1 until s do
  begin
    y:=.0;
    for i:=1 step 1 until n do
      y:=y+X[i,j]*A[i,1];
    H[j]:=y
  end j;
for j:=l+1 step 1 until p do
  begin
    y:=.0;
    for i:=1 step 1 until n do
      y:=y+A[i,j]*A[i,1];
    H[j+s]:=y
  end j;
for i:=1 step 1 until n do
  begin
    y:=A[i,1]/x;
    for j:=1 step 1 until s do
      P[i,j]:=P[i,j]+H[j]*y;
    for j:=l+1 step 1 until p do
      A[i,j]:=A[i,j]-H[j+s]*y
    end j
  end i
end x>eps*N[1]
end l
end orproject

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```
procedure project(n,p,s,eps,A,X,r,P);  
value n,p,s;  
integer n,p,s,r;  
real eps;  
array A,X,P;  
begin  
  integer i,j,l,pi;  
  real x,y;  
  array N[1:p];  
  r:=0;  
  for i:=1 step 1 until n do  
    for j:=1 step 1 until s do  
      P[i,j]:=0;  
  for j:=1 step 1 until p do  
    begin  
      x:=abs(A[1,j]);  
      for i:=2 step 1 until n do  
        begin  
          y:=abs(A[i,j]);  
          if y>x  
            then x:=y  
        end i;  
      N[j]:=x  
    end j;  
  for l:=1 step 1 until p do  
    begin  
      x:=abs(A[1,l]);  
      pi:=1;  
      for j:=2 step 1 until n do  
        begin
```

```

y:=abs(A[j,1]);
if y>x
  then
    begin
      x:=y;
      pi:=j
    end
  end j;
if x>eps*N[1]
  then
    begin
      r:=r+1;
      x:=A[pi,1];
      for i:=1 step 1 until n do
        begin
          y:=A[i,1]:=-A[i,1]/x;
          for j:=1 step 1 until s do
            P[i,j]:=P[i,j]-y*X[pi,j]
          end j;
          for i:=1 step 1 until pi-1,pi+1 step 1 until n do
            begin
              y:=A[i,1];
              for j:=1+1 step 1 until p do
                A[i,j]:=A[i,j]+y*A[pi,j];
              for j:=1 step 1 until s do
                X[i,j]:=X[i,j]+y*X[pi,j]
              end j;
              for j:=1+1 step 1 until p do
                A[pi,j]:=0;
              for j:=1 step 1 until s do
                X[pi,j]:=0
              end j;
            end i;
          end x>eps*N[1]
        end i
      end 1
    end project

```

TABLE 1

Method	rd_1	rd_2	rd_3	rd_4	rd_5	rd_6	rd_7	rd_8
I	268 ₁₀ -12	380 ₁₀ -12	417 ₁₀ -12					
II	501 ₁₀ -12	489 ₁₀ -12	475 ₁₀ -12					
III	776 ₁₀ -14	116 ₁₀ -13	776 ₁₀ -14					
I	117 ₁₀ -09	899 ₁₀ -10	808 ₁₀ -10	761 ₁₀ -10				
II	261 ₁₀ -10	233 ₁₀ -10	223 ₁₀ -10	217 ₁₀ -10				
III	118 ₁₀ -13	118 ₁₀ -13	118 ₁₀ -13	103 ₁₀ -13				
I	171 ₁₀ -08	150 ₁₀ -08	141 ₁₀ -08	135 ₁₀ -08	132 ₁₀ -08			
II	146 ₁₀ -08	110 ₁₀ -08	967 ₁₀ -09	899 ₁₀ -09	857 ₁₀ -09			
III	131 ₁₀ -13	131 ₁₀ -13	131 ₁₀ -13	131 ₁₀ -13	118 ₁₀ -13			
I	856 ₁₀ -05	642 ₁₀ -05	561 ₁₀ -05	517 ₁₀ -05	489 ₁₀ -05	470 ₁₀ -05		
II	636 ₁₀ -06	735 ₁₀ -06	745 ₁₀ -06	741 ₁₀ -06	736 ₁₀ -06	731 ₁₀ -06		
III	144 ₁₀ -13	144 ₁₀ -13	144 ₁₀ -13	120 ₁₀ -13	144 ₁₀ -13	132 ₁₀ -13		
I	298 ₁₀ -07	207 ₁₀ -07	175 ₁₀ -07	160 ₁₀ -07	150 ₁₀ -07	144 ₁₀ -07	139 ₁₀ -07	
II	351 ₁₀ -07	199 ₁₀ -07	148 ₁₀ -07	127 ₁₀ -07	118 ₁₀ -07	111 ₁₀ -07	107 ₁₀ -07	
III	143 ₁₀ -13	143 ₁₀ -13	143 ₁₀ -13	143 ₁₀ -13	143 ₁₀ -13	428 ₁₀ -13	257 ₁₀ -13	
I	367 ₁₀ -05	206 ₁₀ -05	152 ₁₀ -05	125 ₁₀ -05	108 ₁₀ -05	972 ₁₀ -06	894 ₁₀ -06	835 ₁₀ -06
II	465 ₁₀ -06	179 ₁₀ -06	883 ₁₀ -07	448 ₁₀ -07	255 ₁₀ -07	156 ₁₀ -07	104 ₁₀ -07	165 ₁₀ -07
III	137 ₁₀ -13	137 ₁₀ -13	137 ₁₀ -13	137 ₁₀ -13	137 ₁₀ -13	351 ₁₀ -13	137 ₁₀ -13	137 ₁₀ -13

References

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WYZNACZANIE RZUTÓW

STRESZCZENIE

Dla danej $(n \times p)$ -wymiarowej macierzy rzeczywistej A oraz $(n \times s)$ -wymiarowej macierzy rzeczywistej X procedura *orproject* wyznacza rzuty ortogonalne (w sensie standardowego iloczynu skalarnego) kolumn macierzy X na podprzestrzeń $\mathcal{C}(A)$ generowaną przez kolumny macierzy A , natomiast procedura *project* wyznacza rzuty tych samych wektorów na tę samą podprzestrzeń, lecz bez określenia kierunku rzutowania.

