

Abstract

This is a (**currently very incomplete**) write-up of the many smaller and larger design decisions we have made in organizing functionalities in the Matrix package.

Classes: There's a rich hierarchy of matrix classes, which you can visualize as a set of trees whose inner (and "upper") nodes are *virtual* classes and only the leaves are non-virtual "actual" classes.

Functions and Methods:

- setAs()
- others

1 The Matrix class structures

Take Martin's DSC 2007 talk to depict the Matrix class hierarchy; available from

— — —

From far, there are three separate class hierarchies, and every Matrix package matrix has an actual (or "factual") class inside these three hierarchies: More formally, we have three (3) main "class classifications" for our Matrices, i.e., three "orthogonal" partitions of "Matrix space", and every Matrix object's class corresponds to an *intersection* of these three partitions; i.e., in R's S4 class system: We have three independent inheritance schemes for every Matrix, and each such Matrix class is simply defined to **contain** three *virtual* classes (one from each partitioning scheme), e.g,

The three partition schemes are

For example in the most used sparseMatrix class, "dominatrix", the three initial letters dgC each codes for one of the three hierarchies:

d: double

g: general

C: CsparseMatrix, where C is for Column-compressed.

Part of this is visible from printing getClass:

```
> getClass("dgCMatrix")
```

```
Class "dgCMatrix" [package "Matrix"]
```

Slots:

```
Name:      i      p      Dim Dimnames      x  factors
Class: integer integer integer      list  numeric      list
```

Extends:

```
Class "CsparseMatrix", directly
```

```
Class "dsparseMatrix", directly
```

```
Class "generalMatrix", directly
```

```
Class "dCsparseMatrix", directly
```

```
Class "dMatrix", by class "dsparseMatrix", distance 2
```

```
Class "sparseMatrix", by class "dsparseMatrix", distance 2
```

```

Class "compMatrix", by class "generalMatrix", distance 2
Class "Matrix", by class "CsparseMatrix", distance 3
Class "xMatrix", by class "dMatrix", distance 3
Class "mMatrix", by class "Matrix", distance 4
Class "replValueSp", by class "Matrix", distance 4

```

Another example is the testatrix class, where nest stands for

n: **n** is for “pattern”, boolean content where only the *locations* of the non-zeros need to be stored.

t: triangular matrix; either **Upper**, or **Lower**.

T: TsparseMatrix, where **T** is for **Triplet**, the simplest but least efficient way to store a sparse matrix.

From R itself, via getClass(.):

```

> getClass("ntTMatrix")

Class "ntTMatrix" [package "Matrix"]

Slots:

Name:      i      j      Dim Dimnames      uplo      diag
Class:  integer integer integer      list character character

```

Extends:

```

Class "TsparseMatrix", directly
Class "nsparseMatrix", directly
Class "triangularMatrix", directly
Class "nMatrix", by class "nsparseMatrix", distance 2
Class "sparseMatrix", by class "nsparseMatrix", distance 2
Class "Matrix", by class "triangularMatrix", distance 2
Class "mMatrix", by class "Matrix", distance 4
Class "replValueSp", by class "Matrix", distance 4

```

1.1 Diagonal Matrices

The class of diagonal matrices is worth mentioning for several reasons. First, we have wanted such a class, because *multiplication* methods are particularly simple with diagonal matrices. The typical constructor is Diagonal whereas the accessor (as for traditional matrices), lag simply returns the *vector* of diagonal entries:

```

> (D4 <- Diagonal(4, 10*(1:4)))

4 x 4 diagonal matrix of class "ddiMatrix"
  [,1] [,2] [,3] [,4]
[1,]  10   .   .   .
[2,]   .  20   .   .
[3,]   .   .  30   .
[4,]   .   .   .  40

> str(D4)

```

```
Formal class 'ddiMatrix' [package "Matrix"] with 4 slots
..@ diag      : chr "N"
..@ Dim       : int [1:2] 4 4
..@ Dimnames:List of 2
.. ..$ : NULL
.. ..$ : NULL
..@ x         : num [1:4] 10 20 30 40
```

```
> diag(D4)
```

```
[1] 10 20 30 40
```

We can *modify* the diagonal in the traditional way (via method definition for diag):

```
> diag(D4) <- diag(D4) + 1:4
> D4
```

```
4 x 4 diagonal matrix of class "ddiMatrix"
```

```
      [,1] [,2] [,3] [,4]
[1,]   11    .    .    .
[2,]    .   22    .    .
[3,]    .    .   33    .
[4,]    .    .    .   44
```

Note that **unit-diagonal** matrices (the identity matrices of linear algebra) with slot `diag = "U"` can have an empty `x` slot, very analogously to the unit-diagonal triangular matrices:

```
> str(I3 <- Diagonal(3)) ## empty 'x' slot
```

```
Formal class 'ddiMatrix' [package "Matrix"] with 4 slots
..@ diag      : chr "U"
..@ Dim       : int [1:2] 3 3
..@ Dimnames:List of 2
.. ..$ : NULL
.. ..$ : NULL
..@ x         : num(0)
```

```
> getClass("diagonalMatrix") ## extending "sparseMatrix"
```

```
Virtual Class "diagonalMatrix" [package "Matrix"]
```

Slots:

```
Name:      diag      Dim Dimnames
Class: character integer  list
```

Extends:

```
Class "sparseMatrix", directly
Class "Matrix", by class "sparseMatrix", distance 2
Class "mMatrix", by class "Matrix", distance 3
Class "replValueSp", by class "Matrix", distance 3
```

```
Known Subclasses: "ldiMatrix", "ddiMatrix"
```

Originally, we had implemented diagonal matrices as *dense* rather than sparse matrices. After several years it became clear that this had not been helpful really both from a user and programmer point of view. So now, indeed the "diagonal Matrix" class does also extend "sparseMatrix", i.e., is a subclass of it. However, we do *not* store explicitly where the non-zero entries are, and the class does *not* extend any of the typical sparse matrix classes, "Semitransparent", "Semitransparent", or "Semitransparent". Rather, the diagonal (vector) is the basic part of such a matrix, and this is simply the x slot unless the diag slot is "U", the unit-diagonal case, which is the identity matrix.

Further note, e.g., from the Diagonal help page, that we provide (low level) utility function .sparseDiagonal with wrappers .symDiagonal and .trDiagonal which will provide diagonal matrices inheriting from "Semitransparent" which may be advantageous in *some cases*, but less efficient in others, see the help page.

2 Matrix Transformations

2.1 Coercions between Matrix classes

You may need to transform Matrix objects into specific shape (triangular, symmetric), content type (double, logical, ...) or storage structure (dense or sparse). Every use R should use `as(x, <superclass>)` to this end, where <superclass> is a *virtual* Matrix super class, such as "triangular Matrix", "dominatrix", or "sparseMatrix".

In other words, the user should *not* coerce directly to a specific desired class such as "dominatrix", even though that may occasionally work as well.

Here is a set of rules to which the Matrix developers and the users should typically adhere:

Rule 1 : `as(M, "matrix")` should work for all Matrix objects M.

Rule 2 : `Matrix(x)` should also work for matrix like objects x and always return a "classed" Matrix.

Applied to a "matrix" object m, `M. Matrix(m)` can be considered a kind of inverse of m `as(M, "matrix")`. For sparse matrices however, M. will be a Semi-transparent, and it is often "more structured" than M, e.g.,

```
> (M <- spMatrix(4,4, i=1:4, j=c(3:1,4), x=c(4,1,4,8))) # dgTMatrix
4 x 4 sparse Matrix of class "dgTMatrix"

[1,] . . 4 .
[2,] . 1 . .
[3,] 4 . . .
[4,] . . . 8

> m <- as(M, "matrix")
> (M. <- Matrix(m)) # dsCMatrix (i.e. *symmetric*)
4 x 4 sparse Matrix of class "dsCMatrix"

[1,] . . 4 .
[2,] . 1 . .
[3,] 4 . . .
[4,] . . . 8
```

Rule 3 : All the following coercions to *virtual* matrix classes should work:

1. `as(m, "dMatrix")`
2. `as(m, "lMatrix")`
3. `as(m, "nMatrix")`
4. `as(m, "denseMatrix")`
5. `as(m, "sparseMatrix")`
6. `as(m, "generalMatrix")`

whereas the next ones should work under some assumptions:

1. `as(m1, "triangularMatrix")`
should work when `m1` is a triangular matrix, i.e. the upper or lower triangle of `m1` contains only zeros.
2. `as(m2, "symmetricMatrix")` should work when `m2` is a symmetric matrix in the sense of `symmetric(m2)` returning `TRUE`. Note that this is typically equivalent to something like `isTRUE(all.equal(m2, t(m2)))`, i.e., the lower and upper triangle of the matrix have to be equal *up to small numeric fuzz*.

3 Session Info

```
> toLatex(sessionInfo())
```

- R version 4.1.2 (2021-11-01), x86_64-pc-linux-gnu
- Locale: LC_CTYPE=en_US.UTF-8, LC_NUMERIC=C, LC_TIME=en_US.UTF-8, LC_COLLATE=en_US.UTF-8, LC_MONETARY=en_US.UTF-8, LC_MESSAGES=en_US.UTF-8, LC_PAPER=en_US.UTF-8, LC_NAME=C, LC_ADDRESS=C, LC_TELEPHONE=C, LC_MEASUREMENT=en_US.UTF-8, LC_IDENTIFICATION=C
- Running under: Pop!_OS 22.04 LTS
- Matrix products: default
- BLAS: /usr/lib/x86_64-linux-gnu/blas/libblas.so.3.10.0
- LAPACK: /usr/lib/x86_64-linux-gnu/lapack/liblapack.so.3.10.0
- Base packages: base, datasets, graphics, grDevices, methods, stats, utils
- Other packages: Matrix 1.5-3
- Loaded via a namespace (and not attached): compiler 4.1.2, grid 4.1.2, lattice 0.20-45, tools 4.1.2