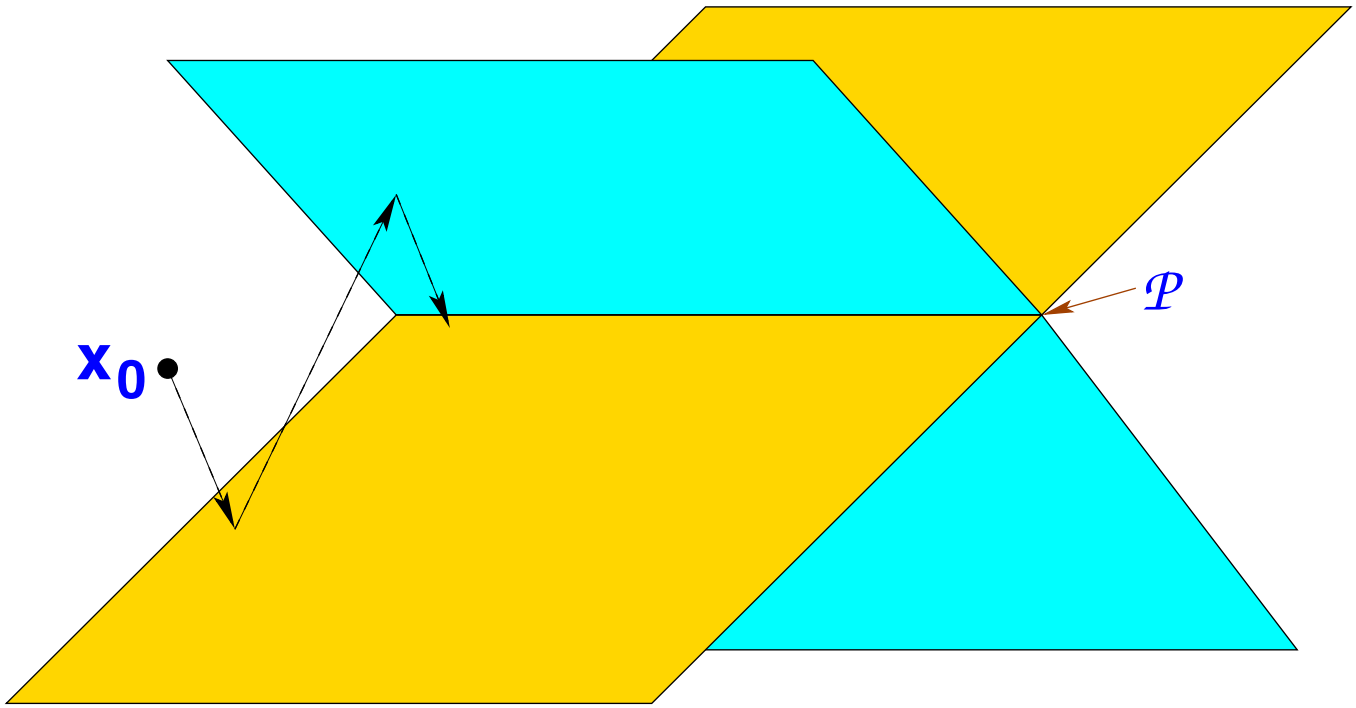
An Iterative-Projection Algorithm

- say want to find point closest to $\mathbf{x}_0$ in set
  $\mathcal{P} = \{$ intersection of N hyperplanes $\}$
- algorithm: [Bregman; Censor & Zenios]
  - start at $\mathbf{x}_0$
  - repeat: pick a hyperplane and project onto it



- if $\mathcal{P} \neq \emptyset$, under general conditions, will converge correctly