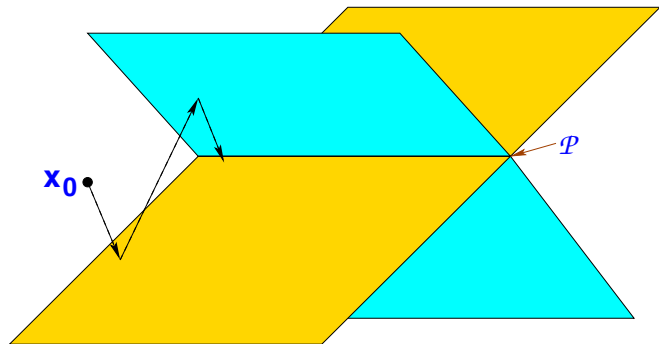


An Iterative-Projection Algorithm

- say want to find point closest to \mathbf{x}_0 in set $\mathcal{P} = \{ \text{intersection of } N \text{ hyperplanes} \}$
- 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