

Package: cuadramelo (via r-universe)

October 28, 2024

Type Package

Title Matrix Balancing and Rounding

Version 1.0.0

Description Balancing and rounding matrices subject to restrictions.
Adjustment of matrices so that columns and rows add up to given
vectors, rounding of a matrix while keeping the column and/or
row totals, performing these by blocks...

License GPL (>= 3)

Encoding UTF-8

LazyData true

RoxygenNote 7.3.2

Imports CVXR, dplyr, methods, utils

URL <https://mserrano-ine.github.io/cuadramelo/>

Suggests knitr, rmarkdown

VignetteBuilder knitr

Depends R (>= 2.10)

Repository <https://mserrano-ine.r-universe.dev>

RemoteUrl <https://github.com/mserrano-ine/cuadramelo>

RemoteRef HEAD

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apply_by_block	<i>Modify matrix by blocks</i>
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Description

Applies a function to a matrix by horizontal or vertical blocks.

Usage

```
apply_by_block(Y, layout, L, FUN, ...)
```

Arguments

Y	Matrix
layout	Blocks are distributed: 1 horizontally, 2 vertically.
L	Number of lines of the block.
FUN	Function to apply to the block.
...	Arguments to be passed to FUN.

Value

A matrix.

balance_by_blocks	<i>Balance matrix by blocks</i>
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Description

Applies `balance_matrix()` to equally-sized blocks that partition the matrix either vertically or horizontally.

Usage

```
balance_by_blocks(Y, col_totals = NULL, row_totals = NULL, layout, L)
```

Arguments

Y	Matrix to be balanced.
col_totals	Desired colSums for each block. See details.
row_totals	Desired rowSums for each block. See details.
layout	The blocks are distributed: 1 horizontally, 2 vertically.
L	Number of lines that a block encompasses.

Details

When Y is composed of **vertically** stacked blocks, col_totals must be a matrix whose rows are the colSums for each block, and row_totals just a (vertical) vector.

When Y is composed of blocks arraged **horizontally**, col_totals is a (horizontal) vector, and row_totals is a matrix whose columns are the rowSums for each block.

Value

The balanced matrix.

Examples

```
set.seed(10)
Y <- (rnorm(32)*10) |> matrix(ncol = 2) |> round(3)
v <- aggregate(Y, by = list(rep(1:4, times = rep(4,4))), FUN = sum)[, -1] |>
  round() |> as.matrix()
X <- balance_by_blocks(Y, v, layout = 2, L = 4)
U <- Y[5:8,] |> balance_matrix(v[2,])
X[5:8,] - U
```

balance_matrix	<i>Balance matrix</i>
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Description

Balances a matrix so that the columns and/or rows add up to a certain vector.

Usage

```
balance_matrix(Y, col_totals = NULL, row_totals = NULL, allow_negative = TRUE)
```

Arguments

Y Matrix to be balanced.
col_totals (optional) Desired sum of columns.
row_totals (optional) Desired sum of rows.
allow_negative Are negative entries in the balanced matrix allowed?

Details

Balancing is done according to the criteria of minimum sum of squares.

If neither col_totals nor row_totals is given, the same matrix will be returned. If only one of them is given, only that axis will be balanced.

Value

The balanced matrix.

Examples

```

set.seed(2)
Y <- rnorm(3*5) |> matrix(3,5) |> round(3)
v <- c( 0.876, -1.078, 3.452, 0.261, 1.349)
h <- c(-1.851, 0.243, 6.468)
X1 <- balance_matrix(Y, v, h)
Y
X1
h
rowSums(X1)
v
colSums(X1)
X3 <- balance_matrix(Y, col_totals = v)
v
colSums(X3)
X4 <- balance_matrix(Y, row_totals = h)
h
rowSums(X4)

```

make_non_negative	<i>Make non-negative</i>
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Description

Modifies as little as possible the entries of a matrix in order to make them non-negative, keeping row and column totals unchanged.

Usage

```
make_non_negative(Y, allowSlack = FALSE)
```

Arguments

Y	Matrix to be positivized.
allowSlack	Can colSums and rowSums be modified?

Value

A non-negative matrix, except if it is impossible to balance the matrix.

Examples

```

Y <- c(1,2,-1,1,
      2,2,3,1,
      1,1,-2,3) |>
      matrix(nrow = 3)
X <- make_non_negative(Y)
Y
X |> round(2)

```

```

rowSums(Y)
rowSums(X)
colSums(Y)
colSums(X)
set.seed(2)
Y <- rnorm(3*5) |> matrix(3,5) |> round(3)
Y
tryCatch(make_non_negative(Y), error = function(e) {
  print(e)
})
make_non_negative(Y, allowSlack = TRUE) |> round()

```

round_by_blocks *Round matrix by blocks*

Description

Applies `round_matrix()` to equally-sized blocks that partition the matrix either vertically or horizontally.

Usage

```
round_by_blocks(Y, layout, L, digits = 0, MARGIN_BLOCK = 0)
```

Arguments

Y	Matrix.
layout	The blocks are distributed: 1 horizontally, 2 vertically.
L	Number of lines that a block encompasses.
digits	Number of decimal places to be rounded to.
MARGIN_BLOCK	For each block <ul style="list-style-type: none"> • 0 Preserves the rounded colSums and rowSums. • 1 Preserves the rounded rowSums independently of each other. • 2 Preserves the rounded colSums independently of each other.

Value

The rounded matrix.

Examples

```

set.seed(10)
Y <- (rnorm(32)*10) |> matrix(ncol = 2) |> round(3)
X <- round_by_blocks(Y, 2, 4)
U <- Y[5:8,] |> round_matrix()
X[5:8,] - U

```

`round_matrix`*Round a matrix*

Description

Returns an integer matrix that preserves the rounded colSums and rowSums.

Usage

```
round_matrix(Y, digits = 0, MARGIN = 0)
```

Arguments

Y	A matrix.
digits	Decimal places to round to.
MARGIN	One of <ul style="list-style-type: none">• 0 Preserves the rounded colSums and rowSums.• 1 Preserves the rounded rowSums independently of each other.• 2 Preserves the rounded colSums independently of each other.

Details

The function will throw a **warning** if the problem is infeasible. To be able to round the matrix in this fashion, the following things must be equal:

- the sum of the differences between the row totals and the rounded row totals
- the sum of the differences between the column totals and the rounded row totals

Value

The rounded matrix.

Examples

```
set.seed(6)
Y <- rnorm(3*5)*10 |> matrix(3,5) |> round(3)
X <- round_matrix(Y)
Y
X
colSums(Y) |> round()
colSums(X)
rowSums(Y) |> round()
rowSums(X)
```

round_vector	<i>Round univariate</i>
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Description

Rounds a vector preserving the rounded sum.

Usage

```
round_vector(x, digits = 0)
```

Arguments

x	A vector.
digits	Number of decimal places to be rounded to.

Value

description

Examples

```
set.seed(4)
x <- (rnorm(5)*10) |> abs()
y <- round_vector(x)
cbind(x, y)
round(sum(x)) - sum(y)
```

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