# TWO FAST ALGORITHMS OF THE PROJECTION OF A POINT ONTO THE CANONICAL SIMPLEX ${ }^{1}$ 

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In this report we consider two fast algorithms of projecting a point $c \in \mathbb{R}^{n}$ on a standard simplex $\Lambda \subset \mathbb{R}^{n}$ which is defined by the following conditions:

$$
\sum_{i=1}^{n} x_{i}=1 ; \quad x_{i} \geq 0, i \in 1: n .
$$

The problem in question is stated as follows:

$$
\begin{equation*}
\frac{1}{2} \sum_{i=1}^{n}\left(x_{i}-c_{i}\right)^{2} \rightarrow \min _{x \in \Lambda}, \tag{1}
\end{equation*}
$$

where $c_{1}, \ldots, c_{n}$ are the coordinates of the projected point $c$. A solution of this problem exists, and it is unique. We denote it by $x^{*}$.

A fast algorithm of finding $x^{*}$ was described in [1]. The idea of the algorithm is based on algebraic analysis of the optimality conditions in Kuhn-Tucker form for the problem (1).

Earlier, the paper [2] also offering a finite algorithm of solving the problem (1) appeared. This algorithm has a geometric nature, which is confirmed in a recent work [3].

In this report we propose an improved version of description and argumentation of the algorithm from [2] and provide the results of numerical experiments comparing two fast algorithms of solving the problem (1). We notice an interesting peculiarity (cf. [4]): when one of the two algorithms takes the maximal working time, the working time of the other one is minimal.

## REFERENCES

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