

Algorithm 1: Computation of orthonormal bases for each subspace V_* .

Data: Three $n \times n$ permutation matrices $A, B \in C$.
Result: Subspace bases S_1, S_2, S_3, S_4, S_5 .

- 1 $S \leftarrow \emptyset$
- 2 $L \leftarrow \text{null}\left(\begin{bmatrix} (A-B) \\ (A-C) \end{bmatrix}\right)$
- 3 **foreach** $v \in L$ **do**
- 4 $\lfloor S \leftarrow \text{Add}(S, v)$
- 5 $S_1 \leftarrow S$ // Basis of $V_*(.ABC.)$
- 6 $S \leftarrow S_1$
- 7 $L \leftarrow \text{null}(A-B)$
- 8 **foreach** $v \in L$ **do**
- 9 $\lfloor S \leftarrow \text{Add}(S, v)$
- 10 $S_2 \leftarrow S - S_1$ // Basis of $V_*(.AB.C.)$
- 11 $S \leftarrow S_1$
- 12 $L \leftarrow \text{null}(B-C)$
- 13 **foreach** $v \in L$ **do**
- 14 $\lfloor S \leftarrow \text{Add}(S, v)$
- 15 $S_3 \leftarrow S - S_1$ // Basis of $V_*(.BC.A.)$
- 16 $S \leftarrow S_1$
- 17 $L \leftarrow \text{null}(C-A)$
- 18 **foreach** $v \in L$ **do**
- 19 $\lfloor S \leftarrow \text{Add}(S, v)$
- 20 $S_4 \leftarrow S - S_1$ // Basis of $V_*(.AC.B.)$
- 21 $L \leftarrow \text{null}([S_1 \ S_2 \ S_3 \ S_4])$
- 22 $S_5 \leftarrow \emptyset$
 // Basis of $V_*(.A.B.C.)$
- 23 **foreach** $v \in L$ **do**
- 24 $\lfloor S_5 \leftarrow \text{Add}(S, v)$

As v_2 is in the image of S_2 , it can be written as $S_2 u_2$, and therefore

$$\begin{aligned}
P_2 v &= S_2 (N_2^T S_2)^{-1} N_2^T S_2 u_2 \\
&= S_2 u_2 \\
&= v_2.
\end{aligned}$$

Note that, in the computation of P_2 , P_3 , and P_4 , it is not possible to simplify the right-hand expression $S_i (N_i^T S_i)^{-1} N_i^T$. In general, neither S_i nor N_i are square matrices, and therefore they are not invertible. Nevertheless, the product $N_i^T S_i$ is always invertible.

Knowing the projection matrices, we can finally compute the median candidates, in Algorithm 2. Previously, we saw how to compute M_A . It is also possible to define M_B and M_C in an analogous way. The matrix M_B follows B in $V_*(.A.B.C.)$ instead of A , and M_C follows C . The entire computation takes $O(n^3)$ arithmetic operations.