

Using the R package quadprog for calibration

Let the $\hat{w}t_i$'s be a set of design based weights which could have been adjusted for non-response. Now in general, the $\hat{w}t_i$'s need not sum to the population size N . Suppose we wish to calibrate them using some auxiliary variable x . One thing to do is to find a new set of weights say $\gamma = \{\gamma_i : i \in s\}$ which is a solution to the problem

$$\min_{\gamma} f(\gamma) = \sum_{i \in s} (x_i / \hat{w}t_i) (\gamma_i - \hat{w}t_i)^2$$

subject to the constraints

$$\sum_{i \in s} x_i \gamma_i = T_x \quad \text{and} \quad \sum_{i \in s_r} \gamma_i = N.$$

where we assume T_x , the population total of x is known. So we are simultaneously calibrating on x and making sure that the adjusted weights sum to N . This is a standard quadratic programming problem and the R package *quadprog* will find the solution. The R function, *calibrate* given just below does this.

The function can be written so that when the constraints are not consistent and there is no solution the function returns *NULL*. One may also include the additional constraints so that no weight gets too big but the following code does not do that.

```
> library(quadprog)
> calibrate<-function(wt,x,totx,N)
+   {
+     ns<-length(wt)
+     mxcnst<-cbind(sqrt(wt*x),sqrt(wt/x))
+     Dmat<-diag(ns)
+     dvec<-sqrt(wt*x)
+     Amat<-cbind(mxcnst,diag(ns))
+     bvec<-c(totx,N,rep(1,ns)) #rep(1,ns) is lower bd for final weights .
+     meq<-2 #this makes the first two constraints equality constraints
+     # Use the next four lines when debugging so you can see the error message.
+     # out<-solve.QP(Dmat,dvec,Amat,bvec=bvec,meq)
+     # return(out)
+     # ans<-out$solution*sqrt(wt/x)
+     # return(ans)
+     out<-try(solve.QP(Dmat,dvec,Amat,bvec=bvec,meq),silen=TRUE)
+     if(inherits(out,"try-error")){return(NULL)}
+     else{
+       nwt<-out$solution*sqrt(wt/x)
+       return(nwt)
+     }
+   }
+ }
```

```
> wt<-c(100,50,35,15,10)
> x<-c(3,7,10,12,15)
> totx<-1240
> N<-225
> ans<- calibrate(wt,x,totx,N)
> round(ans,digits=2)

[1] 133.47 44.89 27.98 11.42 7.23

> sum(ans*x)

[1] 1240

> sum(ans)

[1] 225
```

It is also possible to use this package to make a raking adjustment.

```

> altrake<-function(mxwt,rwtot,cltot)
+   {
+     #mxwt is a 2 by k matrix of weights
+     wt<-c(mxwt[1,],mxwt[2,])
+     ns<-length(wt)
+     nc<-ncol(mxwt)
+     nr<-nrow(mxwt)
+     foo<-rep(0,2*nc)
+     dd<-NULL
+     for(i in 1:nc){
+       dum<-foo
+       dum[c(i,i+nc)]<-1
+       dum<-dum*sqrt(wt)
+       dd<-cbind(dd,dum)
+     }
+     rw1<-c(rep(c(1,0),c(nc,nc)))*sqrt(wt)
+     mxcnst<-cbind(dd,rw1)
+     Dmat<-diag(ns)
+     dvec<-sqrt(wt)
+     Amat<-cbind(mxcnst,diag(ns))
+     bvec<-c(cltot,rwtot[1],rep(1,ns))
+     meq<-nc + nr-1
+     out<-solve.QP(Dmat,dvec,Amat,bvec=bvec,meq)
+     nwt<-out$solution*sqrt(wt)
+     ans<-rbind(nwt[1:nc],nwt[(nc+1):(2*nc)])
+     return(ans)
+ # next few lines lets the function return NULL when constraints are
+ # not consistent.
+ # out<-try(solve.QP(Dmat,dvec,Amat,bvec=bvec,meq),silen=TRUE)
+ # if(inherits(out,"try-error")){return(NULL)}
+ # else{
+ #     nwt<-out$solution*sqrt(wt)
+ #     ans<-rbind(nwt[1:nc],nwt[(nc+1):(2*nc)])
+ #     return(ans)
+ # }
+   }
> #mxwt<-rbind(c(17,16,13),c(7,22,25))
> mxwt<-rbind(c(20,25,10),c(10,15,20))
> rwtot<-c(40,60)
> cltot<-c(20,30,50)
> ans<-altrake(mxwt,rwtot,cltot)
> round(ans,digits=2)

      [,1] [,2] [,3]
[1,] 10.76 15.14 14.1

```

```

[2,] 9.24 14.86 35.9
> apply(ans,1,sum)
[1] 40 60
> apply(ans,2,sum)
[1] 20 30 50
> rake<-function(mx,rt,ct)
+ {
+   d<-dim(mx)
+   dum<-mx
+   for(i in 1:d[1]){
+     dum[i,]<-dum[i,]*(rt[i]/sum(dum[i,]))
+   }
+   for(i in 1:d[2]){
+     dum[,i]<-dum[,i]*(ct[i]/sum(dum[,i]))
+   }
+   return(dum)
+ }
> rakelp<-function(mx,rt,ct,R)
+ {
+   dum<-mx
+   for(i in 1:R){
+     dum<-rake(dum,rt,ct)
+   }
+   return(dum)
+ }
> ans<-rakelp(mxwt,rwtot,cltot,8)
> round(ans,digits=2)

      [,1] [,2] [,3]
[1,] 11.49 15.89 12.62
[2,] 8.51 14.11 37.38
> apply(ans,1,sum)
[1] 40 60
> apply(ans,2,sum)
[1] 20 30 50
>

```