

# Combinatorial Design Theory

Mehdi Golafshan / Combalg

# Overview

## Motivation

- Classification of Combinatorics

- Applications

- History

## Introduction

- Basic Examples

- Definition

- More complicated example

## Structures

- Latin square

- Binary codes

- Finite Geometry

- Hadamard matrices

## Theorems

- Theorem 1

- Theorem 2

- Theorem 3

# Classification of Combinatorics

**Combinatorics** is generally divided into four sections:

# Classification of Combinatorics

**Combinatorics** is generally divided into four sections:

- Existence or non-existence of structures

# Classification of Combinatorics

**Combinatorics** is generally divided into four sections:

- Existence or non-existence of structures
- Count the existing structures

# Classification of Combinatorics

**Combinatorics** is generally divided into four sections:

- Existence or non-existence of structures
- Count the existing structures
- Optimal and extreme structures

# Classification of Combinatorics

**Combinatorics** is generally divided into four sections:

- Existence or non-existence of structures
- Count the existing structures
- Optimal and extreme structures
- Asymptotic behaviour of structures

# Classification of Combinatorics

**Combinatorics** is generally divided into four sections:

- Existence or non-existence of structures
- Count the existing structures
- Optimal and extreme structures
- Asymptotic behaviour of structures

**Question:**



# Classification of Combinatorics

**Combinatorics** is generally divided into four sections:

- Existence or non-existence of structures
- Count the existing structures
- Optimal and extreme structures
- Asymptotic behaviour of structures

**Question:** What do you think about Combinatorial Design?

# Applications

# Applications

- Mathematics:

# Applications

- Mathematics:
  - ▶ Cryptography

# Applications

- Mathematics:
  - ▶ Cryptography
  - ▶ Finite geometry

# Applications

- Mathematics:
  - ▶ Cryptography
  - ▶ Finite geometry
  - ▶ Algorithm

# Applications

- Mathematics:
  - ▶ Cryptography
  - ▶ Finite geometry
  - ▶ Algorithm
  - ▶ Statistics

# Applications

- Mathematics:
  - ▶ Cryptography
  - ▶ Finite geometry
  - ▶ Algorithm
  - ▶ Statistics
  - ▶ Coding theory



# Applications

- Mathematics:
  - ▶ Cryptography
  - ▶ Finite geometry
  - ▶ Algorithm
  - ▶ Statistics
  - ▶ Coding theory
  - ▶ .....

# Applications

- Mathematics:
  - ▶ Cryptography
  - ▶ Finite geometry
  - ▶ Algorithm
  - ▶ Statistics
  - ▶ Coding theory
  - ▶ .....
- Non-mathematics:

# Applications

- Mathematics:
  - ▶ Cryptography
  - ▶ Finite geometry
  - ▶ Algorithm
  - ▶ Statistics
  - ▶ Coding theory
  - ▶ .....
- Non-mathematics:
  - ▶ Agriculture

# Applications

- Mathematics:
  - ▶ Cryptography
  - ▶ Finite geometry
  - ▶ Algorithm
  - ▶ Statistics
  - ▶ Coding theory
  - ▶ .....
- Non-mathematics:
  - ▶ Agriculture
  - ▶ Pharmacy

# Applications

- Mathematics:
  - ▶ Cryptography
  - ▶ Finite geometry
  - ▶ Algorithm
  - ▶ Statistics
  - ▶ Coding theory
  - ▶ .....
- Non-mathematics:
  - ▶ Agriculture
  - ▶ Pharmacy
  - ▶ Chemistry

# Applications

- Mathematics:
  - ▶ Cryptography
  - ▶ Finite geometry
  - ▶ Algorithm
  - ▶ Statistics
  - ▶ Coding theory
  - ▶ .....
- Non-mathematics:
  - ▶ Agriculture
  - ▶ Pharmacy
  - ▶ Chemistry
  - ▶ Theoretical biology

# Applications

- Mathematics:
  - ▶ Cryptography
  - ▶ Finite geometry
  - ▶ Algorithm
  - ▶ Statistics
  - ▶ Coding theory
  - ▶ .....
- Non-mathematics:
  - ▶ Agriculture
  - ▶ Pharmacy
  - ▶ Chemistry
  - ▶ Theoretical biology
  - ▶ .....

# Kirkman's schoolgirl problem, 1850



# Kirkman's schoolgirl problem, 1850



# Kirkman's schoolgirl problem, 1850



**Question:**

# Kirkman's schoolgirl problem, 1850



**Question:** Is it possible for 15 schoolgirls to walk in five rows of three on each day of the week so that in the course of the week each girl has been in the same row with each of the other girls exactly once?

# Kirkman's schoolgirl problem, 1850



**Question:** Is it possible for 15 schoolgirls to walk in five rows of three on each day of the week so that in the course of the week each girl has been in the same row with each of the other girls exactly once?

**Exercise 1:**

# Kirkman's schoolgirl problem, 1850



**Question:** Is it possible for 15 schoolgirls to walk in five rows of three on each day of the week so that in the course of the week each girl has been in the same row with each of the other girls exactly once?

**Exercise 1:** Answer the previous question.

# Kirkman's schoolgirl problem, 1850



**Question:** Is it possible for 15 schoolgirls to walk in five rows of three on each day of the week so that in the course of the week each girl has been in the same row with each of the other girls exactly once?

**Exercise 1:** Answer the previous question.

**Exercise 2:**

# Kirkman's schoolgirl problem, 1850



**Question:** Is it possible for 15 schoolgirls to walk in five rows of three on each day of the week so that in the course of the week each girl has been in the same row with each of the other girls exactly once?

**Exercise 1:** Answer the previous question.

**Exercise 2:** Can you generalize the previous question? (Hint: Search about Kirkman triple system)

## First Example



## First Example

Example (1)

# First Example

## Example (1)

Let  $A = \{1, 2, 3, 4, 5, 6\}$  and  $X = \{\{1, 2, 3, 4\}, \{1, 2, 5, 6\}, \{3, 4, 5, 6\}\}$ .

# First Example

## Example (1)

Let  $A = \{1, 2, 3, 4, 5, 6\}$  and  $X = \{\{1, 2, 3, 4\}, \{1, 2, 5, 6\}, \{3, 4, 5, 6\}\}$ .

**Question:**

# First Example

## Example (1)

Let  $A = \{1, 2, 3, 4, 5, 6\}$  and  $X = \{\{1, 2, 3, 4\}, \{1, 2, 5, 6\}, \{3, 4, 5, 6\}\}$ .

**Question:** We know that  $X \subset \mathcal{P}(A)$ ! But what is its special property?

# First Example

## Example (1)

Let  $A = \{1, 2, 3, 4, 5, 6\}$  and  $X = \{\{1, 2, 3, 4\}, \{1, 2, 5, 6\}, \{3, 4, 5, 6\}\}$ .

**Question:** We know that  $X \subset \mathcal{P}(A)$ ! But what is its special property?

**Answer:**

## Second Example

## Second Example

Example (2)

## Second Example

### Example (2)

Suppose that set  $A$  is vertices of a regular pentagon with a point in its center.



## Second Example

### Example (2)

Suppose that set  $A$  is vertices of a regular pentagon with a point in its center.  $X$  is the set of all triangles such that vertices of these triangle belong to  $A$  and only one edge of these triangles is edges of pentagon.

## Second Example

### Example (2)

Suppose that set  $A$  is vertices of a regular pentagon with a point in its center.  $X$  is the set of all triangles such that vertices of these triangle belong to  $A$  and only one edge of these triangles is edges of pentagon.

**Question:**

## Second Example

### Example (2)

Suppose that set  $A$  is vertices of a regular pentagon with a point in its center.  $X$  is the set of all triangles such that vertices of these triangle belong to  $A$  and only one edge of these triangles is edges of pentagon.

**Question:** We know that  $X \subset \mathcal{P}(A)$ ! But what is its special property?

## Second Example

### Example (2)

Suppose that set  $A$  is vertices of a regular pentagon with a point in its center.  $X$  is the set of all triangles such that vertices of these triangle belong to  $A$  and only one edge of these triangles is edges of pentagon.

**Question:** We know that  $X \subset \mathcal{P}(A)$ ! But what is its special property?

**Answer:**

## Third Example

## Third Example

Example (3)

## Third Example

### Example (3)

Let  $A = \{1, 2, \dots, 16\}$ .

## Third Example

### Example (3)

Let  $A = \{1, 2, \dots, 16\}$ . We set elements of  $A$  in a  $4 \times 4$  table as shown.



## Third Example

### Example (3)

Let  $A = \{1, 2, \dots, 16\}$ . We set elements of  $A$  in a  $4 \times 4$  table as shown. For each element of  $A$  such as  $i$ , the block  $B_i$  is equal to a set with 6 elements such that these elements are in the same row or the same column with  $i$ .

## Third Example

### Example (3)

Let  $A = \{1, 2, \dots, 16\}$ . We set elements of  $A$  in a  $4 \times 4$  table as shown. For each element of  $A$  such as  $i$ , the block  $B_i$  is equal to a set with 6 elements such that these elements are in the same row or the same column with  $i$ .

For example,  $B_7 = \{3, 5, 6, 8, 11, 15\}$ .

## Third Example

### Example (3)

Let  $A = \{1, 2, \dots, 16\}$ . We set elements of  $A$  in a  $4 \times 4$  table as shown. For each element of  $A$  such as  $i$ , the block  $B_i$  is equal to a set with 6 elements such that these elements are in the same row or the same column with  $i$ .

For example,  $B_7 = \{3, 5, 6, 8, 11, 15\}$ .

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

## Third Example

### Example (3)

Let  $A = \{1, 2, \dots, 16\}$ . We set elements of  $A$  in a  $4 \times 4$  table as shown. For each element of  $A$  such as  $i$ , the block  $B_i$  is equal to a set with 6 elements such that these elements are in the same row or the same column with  $i$ .

For example,  $B_7 = \{3, 5, 6, 8, 11, 15\}$ .

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

**Question:**

## Third Example

### Example (3)

Let  $A = \{1, 2, \dots, 16\}$ . We set elements of  $A$  in a  $4 \times 4$  table as shown. For each element of  $A$  such as  $i$ , the block  $B_i$  is equal to a set with 6 elements such that these elements are in the same row or the same column with  $i$ .

For example,  $B_7 = \{3, 5, 6, 8, 11, 15\}$ .

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

**Question:** We know that  $X \subset \mathcal{P}(A)$ ! But what is its special property?

## Third Example

### Example (3)

Let  $A = \{1, 2, \dots, 16\}$ . We set elements of  $A$  in a  $4 \times 4$  table as shown. For each element of  $A$  such as  $i$ , the block  $B_i$  is equal to a set with 6 elements such that these elements are in the same row or the same column with  $i$ .

For example,  $B_7 = \{3, 5, 6, 8, 11, 15\}$ .

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

**Question:** We know that  $X \subset \mathcal{P}(A)$ ! But what is its special property?

**Answer:**

# Definition of Combinatorial Design

# Definition of Combinatorial Design

Definition (Informal)



# Definition of Combinatorial Design

## Definition (Informal)

A *combinatorial design* to be a way of selecting subsets from a finite set in such a way that some specified conditions are satisfied.

# Definition of Combinatorial Design

## Definition (Informal)

A *combinatorial design* to be a way of selecting subsets from a finite set in such a way that some specified conditions are satisfied.

## Definition (Formal)

# Definition of Combinatorial Design

## Definition (Informal)

A *combinatorial design* to be a way of selecting subsets from a finite set in such a way that some specified conditions are satisfied.

## Definition (Formal)

Let  $t, k, v$  and  $\lambda$  are integer numbers such that  $0 \leq t < k < v$  and  $\lambda \geq 1$ . A  $t$ - $(v, k, \lambda)$  *block design* (abbreviated  $t$ -design) is an incidence structure of points and blocks such that the following hold: There are  $v$  points, each block contains  $k$  points, and for any  $t$  points there are exactly  $\lambda$  blocks that contain all these points.

# Definition of Combinatorial Design

## Definition (Informal)

A *combinatorial design* to be a way of selecting subsets from a finite set in such a way that some specified conditions are satisfied.

## Definition (Formal)

Let  $t, k, v$  and  $\lambda$  are integer numbers such that  $0 \leq t < k < v$  and  $\lambda \geq 1$ . A  $t$ - $(v, k, \lambda)$  *block design* (abbreviated  $t$ -design) is an incidence structure of points and blocks such that the following hold: There are  $v$  points, each block contains  $k$  points, and for any  $t$  points there are exactly  $\lambda$  blocks that contain all these points.

## Terminology:

Go back!

Go back!

Example (1)

Go back!

### Example (1)

Let  $A = \{1, 2, 3, 4, 5, 6\}$  and  $X = \{\{1, 2, 3, 4\}, \{1, 2, 5, 6\}, \{3, 4, 5, 6\}\}$ .

Go back!

### Example (1)

Let  $A = \{1, 2, 3, 4, 5, 6\}$  and  $X = \{\{1, 2, 3, 4\}, \{1, 2, 5, 6\}, \{3, 4, 5, 6\}\}$ . Then  $(A, X)$  is a  $1$ -( $6, 4, 2$ ) design.



Go back!

### Example (1)

Let  $A = \{1, 2, 3, 4, 5, 6\}$  and  $X = \{\{1, 2, 3, 4\}, \{1, 2, 5, 6\}, \{3, 4, 5, 6\}\}$ . Then  $(A, X)$  is a  $1$ -( $6, 4, 2$ ) design.

### Example (2)

Go back!

### Example (1)

Let  $A = \{1, 2, 3, 4, 5, 6\}$  and  $X = \{\{1, 2, 3, 4\}, \{1, 2, 5, 6\}, \{3, 4, 5, 6\}\}$ . Then  $(A, X)$  is a  $1$ -( $6, 4, 2$ ) design.

### Example (2)

Suppose that set  $A$  is vertices of a regular pentagon with a point in its center.  $X$  is the set of all triangles such that vertices of these triangle belong to  $A$  and only one edge of these triangles is edges of pentagon.

Go back!

### Example (1)

Let  $A = \{1, 2, 3, 4, 5, 6\}$  and  $X = \{\{1, 2, 3, 4\}, \{1, 2, 5, 6\}, \{3, 4, 5, 6\}\}$ . Then  $(A, X)$  is a  $1-(6, 4, 2)$  design.

### Example (2)

Suppose that set  $A$  is vertices of a regular pentagon with a point in its center.  $X$  is the set of all triangles such that vertices of these triangle belong to  $A$  and only one edge of these triangles is edges of pentagon. Then  $(A, X)$  is a  $2-(6, 3, 2)$  design.

Go back!

### Example (1)

Let  $A = \{1, 2, 3, 4, 5, 6\}$  and  $X = \{\{1, 2, 3, 4\}, \{1, 2, 5, 6\}, \{3, 4, 5, 6\}\}$ . Then  $(A, X)$  is a  $1-(6, 4, 2)$  design.

### Example (2)

Suppose that set  $A$  is vertices of a regular pentagon with a point in its center.  $X$  is the set of all triangles such that vertices of these triangle belong to  $A$  and only one edge of these triangles is edges of pentagon. Then  $(A, X)$  is a  $2-(6, 3, 2)$  design.

### Example (3)

Go back!

### Example (1)

Let  $A = \{1, 2, 3, 4, 5, 6\}$  and  $X = \{\{1, 2, 3, 4\}, \{1, 2, 5, 6\}, \{3, 4, 5, 6\}\}$ . Then  $(A, X)$  is a  $1$ -( $6, 4, 2$ ) design.

### Example (2)

Suppose that set  $A$  is vertices of a regular pentagon with a point in its center.  $X$  is the set of all triangles such that vertices of these triangle belong to  $A$  and only one edge of these triangles is edges of pentagon. Then  $(A, X)$  is a  $2$ -( $6, 3, 2$ ) design.

### Example (3)

Let  $A = \{1, 2, \dots, 16\}$ . We set elements of  $A$  in a  $4 \times 4$  table as shown. For each element of  $A$  such as  $i$ , the block  $B_i$  is equal to a set with 6 elements such that these elements are in the same row or the same column with  $i$ .

Go back!

### Example (1)

Let  $A = \{1, 2, 3, 4, 5, 6\}$  and  $X = \{\{1, 2, 3, 4\}, \{1, 2, 5, 6\}, \{3, 4, 5, 6\}\}$ . Then  $(A, X)$  is a  $1$ -( $6, 4, 2$ ) design.

### Example (2)

Suppose that set  $A$  is vertices of a regular pentagon with a point in its center.  $X$  is the set of all triangles such that vertices of these triangle belong to  $A$  and only one edge of these triangles is edges of pentagon. Then  $(A, X)$  is a  $2$ -( $6, 3, 2$ ) design.

### Example (3)

Let  $A = \{1, 2, \dots, 16\}$ . We set elements of  $A$  in a  $4 \times 4$  table as shown. For each element of  $A$  such as  $i$ , the block  $B_i$  is equal to a set with 6 elements such that these elements are in the same row or the same column with  $i$ . Then  $(A, X)$  is a  $2$ -( $16, 6, 2$ ) design.

## Fourth Example

## Fourth Example

Example (4)



## Fourth Example

### Example (4)

Suppose that set  $A$  is vertices of a regular heptagon.  $X$  is the set of all scalene triangles such that vertices of these triangle belong to  $A$ .

## Fourth Example

### Example (4)

Suppose that set  $A$  is vertices of a regular heptagon.  $X$  is the set of all scalene triangles such that vertices of these triangle belong to  $A$ . Then  $(A, X)$  is a  $2-(7, 3, 2)$  design.

## Fifth Example (Family sets)

## Fifth Example (Family sets)

Example (5)

## Fifth Example (Family sets)

### Example (5)

Let  $v > 2$ . Suppose that  $A$  is a set with  $v$  elements and  $X$  is all  $(v - 1)$ -subsets of  $A$ .

## Fifth Example (Family sets)

### Example (5)

Let  $v > 2$ . Suppose that  $A$  is a set with  $v$  elements and  $X$  is all  $(v - 1)$ -subsets of  $A$ . Then  $(A, X)$  is a  $2$ - $(v, v - 1, v - 2)$  design.

## Fifth Example (Family sets)

### Example (5)

Let  $v > 2$ . Suppose that  $A$  is a set with  $v$  elements and  $X$  is all  $(v - 1)$ -subsets of  $A$ . Then  $(A, X)$  is a  $2$ - $(v, v - 1, v - 2)$  design.

### Exercise 4:

## Fifth Example (Family sets)

### Example (5)

Let  $v > 2$ . Suppose that  $A$  is a set with  $v$  elements and  $X$  is all  $(v - 1)$ -subsets of  $A$ . Then  $(A, X)$  is a  $2$ - $(v, v - 1, v - 2)$  design.

**Exercise 4:** Let  $v > k$ . Suppose that  $A$  is a set with  $v$  elements and  $X$  is all  $k$ -subsets of  $A$ . Prove that for any  $0 \leq t \leq k$ , we can say  $(A, X)$  is a  $t$ - $(v, k, \binom{v-t}{k-t})$  design.



# Latin square

# Latin square

## Definition

# Latin square

## Definition

A **Latin square** of side (or order)  $n$  is an  $n \times n$  array based on some set  $S$  of  $n$  symbols (treatments), with the property that every row and every column contains every symbol exactly once.

# Latin square

## Definition

A **Latin square** of side (or order)  $n$  is an  $n \times n$  array based on some set  $S$  of  $n$  symbols (treatments), with the property that every row and every column contains every symbol exactly once.

For example, at sides 1,2 and 3 we have

# Latin square

## Definition

A **Latin square** of side (or order)  $n$  is an  $n \times n$  array based on some set  $S$  of  $n$  symbols (treatments), with the property that every row and every column contains every symbol exactly once.

For example, at sides 1,2 and 3 we have

(1)

# Latin square

## Definition

A **Latin square** of side (or order)  $n$  is an  $n \times n$  array based on some set  $S$  of  $n$  symbols (treatments), with the property that every row and every column contains every symbol exactly once.

For example, at sides 1,2 and 3 we have

$$(1) \begin{pmatrix} 1 & 2 \\ 2 & 1 \end{pmatrix}$$

# Latin square

## Definition

A **Latin square** of side (or order)  $n$  is an  $n \times n$  array based on some set  $S$  of  $n$  symbols (treatments), with the property that every row and every column contains every symbol exactly once.

For example, at sides 1,2 and 3 we have

$$(1) \quad \begin{pmatrix} 1 & 2 \\ 2 & 1 \end{pmatrix} \quad \begin{pmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \\ 3 & 1 & 2 \end{pmatrix}$$

# Latin square

## Definition

A **Latin square** of side (or order)  $n$  is an  $n \times n$  array based on some set  $S$  of  $n$  symbols (treatments), with the property that every row and every column contains every symbol exactly once.

For example, at sides 1,2 and 3 we have

$$(1) \begin{pmatrix} 1 & 2 \\ 2 & 1 \end{pmatrix} \quad \begin{pmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \\ 3 & 1 & 2 \end{pmatrix}$$

**Exercise 5:**



# Latin square

## Definition

A **Latin square** of side (or order)  $n$  is an  $n \times n$  array based on some set  $S$  of  $n$  symbols (treatments), with the property that every row and every column contains every symbol exactly once.

For example, at sides 1,2 and 3 we have

$$(1) \begin{pmatrix} 1 & 2 \\ 2 & 1 \end{pmatrix} \quad \begin{pmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \\ 3 & 1 & 2 \end{pmatrix}$$

**Exercise 5:** How can we make a Latin square with order  $n$ ?

# Latin square

## Definition

A **Latin square** of side (or order)  $n$  is an  $n \times n$  array based on some set  $S$  of  $n$  symbols (treatments), with the property that every row and every column contains every symbol exactly once.

For example, at sides 1,2 and 3 we have

$$(1) \begin{pmatrix} 1 & 2 \\ 2 & 1 \end{pmatrix} \quad \begin{pmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \\ 3 & 1 & 2 \end{pmatrix}$$

**Exercise 5:** How can we make a Latin square with order  $n$ ?

**Exercise 6:**

# Latin square

## Definition

A **Latin square** of side (or order)  $n$  is an  $n \times n$  array based on some set  $S$  of  $n$  symbols (treatments), with the property that every row and every column contains every symbol exactly once.

For example, at sides 1,2 and 3 we have

$$(1) \quad \begin{pmatrix} 1 & 2 \\ 2 & 1 \end{pmatrix} \quad \begin{pmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \\ 3 & 1 & 2 \end{pmatrix}$$

**Exercise 5:** How can we make a Latin square with order  $n$ ?

**Exercise 6:** How can we count the number of Latin squares?

# Latin square

## Definition

A **Latin square** of side (or order)  $n$  is an  $n \times n$  array based on some set  $S$  of  $n$  symbols (treatments), with the property that every row and every column contains every symbol exactly once.

For example, at sides 1,2 and 3 we have

$$(1) \quad \begin{pmatrix} 1 & 2 \\ 2 & 1 \end{pmatrix} \quad \begin{pmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \\ 3 & 1 & 2 \end{pmatrix}$$

**Exercise 5:** How can we make a Latin square with order  $n$ ?

**Exercise 6:** How can we count the number of Latin squares?

**Exercise 7:**

# Latin square

## Definition

A **Latin square** of side (or order)  $n$  is an  $n \times n$  array based on some set  $S$  of  $n$  symbols (treatments), with the property that every row and every column contains every symbol exactly once.

For example, at sides 1,2 and 3 we have

$$(1) \quad \begin{pmatrix} 1 & 2 \\ 2 & 1 \end{pmatrix} \quad \begin{pmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \\ 3 & 1 & 2 \end{pmatrix}$$

**Exercise 5:** How can we make a Latin square with order  $n$ ?

**Exercise 6:** How can we count the number of Latin squares?

**Exercise 7:** Can you generalize this to a Latin cube?

## Sixth Example (Latin square)

## Sixth Example (Latin square)

Example (6)

## Sixth Example (Latin square)

### Example (6)

Suppose  $L$  is a Latin square of order 6.



## Sixth Example (Latin square)

### Example (6)

Suppose  $L$  is a Latin square of order 6. Suppose that  $A$  is the set of all cells of this Latin square.

## Sixth Example (Latin square)

### Example (6)

Suppose  $L$  is a Latin square of order 6. Suppose that  $A$  is the set of all cells of this Latin square. For each cell of  $L$  like  $x$ , the block  $B_x$  is equal to all 15 cells of  $L$  such that they are in the same row or same column of  $x$  or the number in them is equal to the number of the cell  $x$ .

## Sixth Example (Latin square)

### Example (6)

Suppose  $L$  is a Latin square of order 6. Suppose that  $A$  is the set of all cells of this Latin square. For each cell of  $L$  like  $x$ , the block  $B_x$  is equal to all 15 cells of  $L$  such that they are in the same row or same column of  $x$  or the number in them is equal to the number of the cell  $x$ . Then it is a 2-(36, 15, 6) design.

## Sixth Example (Latin square)

### Example (6)

Suppose  $L$  is a Latin square of order 6. Suppose that  $A$  is the set of all cells of this Latin square. For each cell of  $L$  like  $x$ , the block  $B_x$  is equal to all 15 cells of  $L$  such that they are in the same row or same column of  $x$  or the number in them is equal to the number of the cell  $x$ . Then it is a 2-(36, 15, 6) design.

### Exercise 8:

## Sixth Example (Latin square)

### Example (6)

Suppose  $L$  is a Latin square of order 6. Suppose that  $A$  is the set of all cells of this Latin square. For each cell of  $L$  like  $x$ , the block  $B_x$  is equal to all 15 cells of  $L$  such that they are in the same row or same column of  $x$  or the number in them is equal to the number of the cell  $x$ . Then it is a 2-(36, 15, 6) design.

**Exercise 8:** Please generalize the previous example.

# Binary codes

# Binary codes

Information is commonly stored or transmitted by electronic means, typically as computer-readable files.

# Binary codes

Information is commonly stored or transmitted by electronic means, typically as computer-readable files.

## Definition



# Binary codes

Information is commonly stored or transmitted by electronic means, typically as computer-readable files.

## Definition

- **Encoding the information** is represented of information by a vector of binary digits (0s and 1s), or bits;

# Binary codes

Information is commonly stored or transmitted by electronic means, typically as computer-readable files.

## Definition

- **Encoding the information** is represented of information by a vector of binary digits (0s and 1s), or bits;
- The set of all representatives is called a **(binary) code**;

# Binary codes

Information is commonly stored or transmitted by electronic means, typically as computer-readable files.

## Definition

- **Encoding the information** is represented of information by a vector of binary digits (0s and 1s), or bits;
- The set of all representatives is called a **(binary) code**;
- A **binary code** is a collection of binary vectors of some fixed length  $n$ ;

# Binary codes

Information is commonly stored or transmitted by electronic means, typically as computer-readable files.

## Definition

- **Encoding the information** is represented of information by a vector of binary digits (0s and 1s), or bits;
- The set of all representatives is called a **(binary) code**;
- A **binary code** is a collection of binary vectors of some fixed length  $n$ ;
- The vectors are called **codewords**;

# Binary codes

Information is commonly stored or transmitted by electronic means, typically as computer-readable files.

## Definition

- **Encoding the information** is represented of information by a vector of binary digits (0s and 1s), or bits;
- The set of all representatives is called a **(binary) code**;
- A **binary code** is a collection of binary vectors of some fixed length  $n$ ;
- The vectors are called **codewords**;
- The number of 1s in the word is called **its weight**.

# Binary codes

Information is commonly stored or transmitted by electronic means, typically as computer-readable files.

## Definition

- **Encoding the information** is represented of information by a vector of binary digits (0s and 1s), or bits;
- The set of all representatives is called a **(binary) code**;
- A **binary code** is a collection of binary vectors of some fixed length  $n$ ;
- The vectors are called **codewords**;
- The number of 1s in the word is called **its weight**.

For example, the *ASCII* code and its descendants give 128, 8-bit codewords representing all the upper and lower case letters and a number of other symbols; in this case  $n = 8$ .

## Seventh Example (Binary code)

## Seventh Example (Binary code)

Example (7)



## Seventh Example (Binary code)

### Example (7)

Let  $A$  is the set of all binary codes with length of  $n$ .

## Seventh Example (Binary code)

### Example (7)

Let  $A$  is the set of all binary codes with length of  $n$ . For each four distinct elements of  $A$  such as  $a, b, c, d$  such that  $a + b + c + d = 0$ , consider a block consisting of these four elements.

## Seventh Example (Binary code)

### Example (7)

Let  $A$  is the set of all binary codes with length of  $n$ . For each four distinct elements of  $A$  such as  $a, b, c, d$  such that  $a + b + c + d = 0$ , consider a block consisting of these four elements. Then  $A$  with these blocks is a  $3-(2^n, 4, 1)$  design. (Why?)

## Seventh Example (Binary code)

### Example (7)

Let  $A$  is the set of all binary codes with length of  $n$ . For each four distinct elements of  $A$  such as  $a, b, c, d$  such that  $a + b + c + d = 0$ , consider a block consisting of these four elements. Then  $A$  with these blocks is a  $3-(2^n, 4, 1)$  design. (Why?)

### Exercise 9:

## Seventh Example (Binary code)

### Example (7)

Let  $A$  is the set of all binary codes with length of  $n$ . For each four distinct elements of  $A$  such as  $a, b, c, d$  such that  $a + b + c + d = 0$ , consider a block consisting of these four elements. Then  $A$  with these blocks is a  $3-(2^n, 4, 1)$  design. (Why?)

**Exercise 9:** Let  $A$  is the set of all non-zero binary codes with length of  $n$ . For each three distinct elements of  $A$  such as  $a, b, c$  such that  $a + b + c = 0$ , consider a block consisting of these three elements. Specify the parameters of this design.

# Finite Geometry

# Finite Geometry

Incidence structure

# Finite Geometry

## Incidence structure

Incidence structure has three components:



# Finite Geometry

## Incidence structure

Incidence structure has three components:

1. A set  $P$  of points

# Finite Geometry

## Incidence structure

Incidence structure has three components:

1. A set  $P$  of points
2. A set  $L$  of lines

# Finite Geometry

## Incidence structure

Incidence structure has three components:

1. A set  $P$  of points
2. A set  $L$  of lines
3. With a binary relation of incidence between elements of  $P$  and elements of  $L$

# Finite Geometry

## Incidence structure

Incidence structure has three components:

1. A set  $P$  of points
2. A set  $L$  of lines
3. With a binary relation of incidence between elements of  $P$  and elements of  $L$

## Definition

# Finite Geometry

## Incidence structure

Incidence structure has three components:

1. A set  $P$  of points
2. A set  $L$  of lines
3. With a binary relation of incidence between elements of  $P$  and elements of  $L$

## Definition

We define a **geometry** to consist of a set  $P$  of objects called points and a set  $L$  of nonempty subsets of  $P$  called lines that satisfy the two axioms (A1) and (A2):

# Finite Geometry

## Incidence structure

Incidence structure has three components:

1. A set  $P$  of points
2. A set  $L$  of lines
3. With a binary relation of incidence between elements of  $P$  and elements of  $L$

## Definition

We define a **geometry** to consist of a set  $P$  of objects called points and a set  $L$  of nonempty subsets of  $P$  called lines that satisfy the two axioms (A1) and (A2):

# Finite Geometry

## Incidence structure

Incidence structure has three components:

1. A set  $P$  of points
2. A set  $L$  of lines
3. With a binary relation of incidence between elements of  $P$  and elements of  $L$

## Definition

We define a **geometry** to consist of a set  $P$  of objects called points and a set  $L$  of nonempty subsets of  $P$  called lines that satisfy the two axioms (A1) and (A2):

(A1) given any two points, there is one and only one line that contains them both;

# Finite Geometry

## Incidence structure

Incidence structure has three components:

1. A set  $P$  of points
2. A set  $L$  of lines
3. With a binary relation of incidence between elements of  $P$  and elements of  $L$

## Definition

We define a **geometry** to consist of a set  $P$  of objects called points and a set  $L$  of nonempty subsets of  $P$  called lines that satisfy the two axioms (A1) and (A2):

(A1) given any two points, there is one and only one line that contains them both;



# Finite Geometry

## Incidence structure

Incidence structure has three components:

1. A set  $P$  of points
2. A set  $L$  of lines
3. With a binary relation of incidence between elements of  $P$  and elements of  $L$

## Definition

We define a **geometry** to consist of a set  $P$  of objects called points and a set  $L$  of nonempty subsets of  $P$  called lines that satisfy the two axioms (A1) and (A2):

(A1) given any two points, there is one and only one line that contains them both;

(A2) there is a set of four points, no three of which belong to one common line.

# Projective planes

# Projective planes

Definition

# Projective planes

## Definition

A **finite projective plane** consists of a finite set  $P$  of points and a set of subsets of  $P$  called lines, satisfying the axioms  $(P1)$ ,  $(P2)$  and  $(P3)$ :

# Projective planes

## Definition

A **finite projective plane** consists of a finite set  $P$  of points and a set of subsets of  $P$  called lines, satisfying the axioms  $(P1)$ ,  $(P2)$  and  $(P3)$ :

# Projective planes

## Definition

A **finite projective plane** consists of a finite set  $P$  of points and a set of subsets of  $P$  called lines, satisfying the axioms  $(P1)$ ,  $(P2)$  and  $(P3)$ :

$(P1)$  Given two points, there is exactly one line that contains both;

# Projective planes

## Definition

A **finite projective plane** consists of a finite set  $P$  of points and a set of subsets of  $P$  called lines, satisfying the axioms  $(P1)$ ,  $(P2)$  and  $(P3)$ :

$(P1)$  Given two points, there is exactly one line that contains both;

# Projective planes

## Definition

A **finite projective plane** consists of a finite set  $P$  of points and a set of subsets of  $P$  called lines, satisfying the axioms  $(P1)$ ,  $(P2)$  and  $(P3)$ :

$(P1)$  Given two points, there is exactly one line that contains both;

$(P2)$  Given two lines, there is exactly one point that lies in both;



# Projective planes

## Definition

A **finite projective plane** consists of a finite set  $P$  of points and a set of subsets of  $P$  called lines, satisfying the axioms  $(P1)$ ,  $(P2)$  and  $(P3)$ :

$(P1)$  Given two points, there is exactly one line that contains both;

$(P2)$  Given two lines, there is exactly one point that lies in both;

# Projective planes

## Definition

A **finite projective plane** consists of a finite set  $P$  of points and a set of subsets of  $P$  called lines, satisfying the axioms  $(P1)$ ,  $(P2)$  and  $(P3)$ :

- $(P1)$  Given two points, there is exactly one line that contains both;
- $(P2)$  Given two lines, there is exactly one point that lies in both;
- $(P3)$  There are four points, of which no three are collinear.

# Designs and Projective plane

# Designs and Projective plane

Theorem

# Designs and Projective plane

## Theorem

*In a **finite projective plane**, as defined by the axioms (P1), (P2), (P3), every line contains  $n + 1$  points for some parameter  $n$ .*

# Designs and Projective plane

## Theorem

*In a **finite projective plane**, as defined by the axioms (P1), (P2), (P3), every line contains  $n + 1$  points for some parameter  $n$ . Then it is a  $2-(n^2 + n + 1, n + 1, 1)$  design.*

# Designs and Projective plane

## Theorem

*In a **finite projective plane**, as defined by the axioms (P1), (P2), (P3), every line contains  $n + 1$  points for some parameter  $n$ . Then it is a  $2-(n^2 + n + 1, n + 1, 1)$  design.*

## Exercise 10:

# Designs and Projective plane

## Theorem

*In a **finite projective plane**, as defined by the axioms (P1), (P2), (P3), every line contains  $n + 1$  points for some parameter  $n$ . Then it is a  $2$ - $(n^2 + n + 1, n + 1, 1)$  design.*

**Exercise 10:** Prove the previous theorem.



# Designs and Projective plane

## Theorem

*In a **finite projective plane**, as defined by the axioms (P1), (P2), (P3), every line contains  $n + 1$  points for some parameter  $n$ . Then it is a  $2$ - $(n^2 + n + 1, n + 1, 1)$  design.*

**Exercise 10:** Prove the previous theorem.

## Remark

# Designs and Projective plane

## Theorem

*In a **finite projective plane**, as defined by the axioms (P1), (P2), (P3), every line contains  $n + 1$  points for some parameter  $n$ . Then it is a  $2$ - $(n^2 + n + 1, n + 1, 1)$  design.*

**Exercise 10:** Prove the previous theorem.

## Remark

A finite projective plane with parameter  $n$  is denoted  $PG(2, n)$ .

## Eighth Example (Fano plane)

## Eighth Example (Fano plane)

### Example (8)

Fano plane is a projectiv plane with parameter 2.

## Eighth Example (Fano plane)

### Example (8)

Fano plane is a projective plane with parameter 2. In the other word, Fano plane is a  $PG(2, 2)$  or is a  $2-(7, 3, 1)$  design.

## Eighth Example (Fano plane)

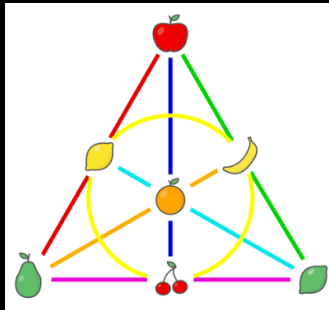
### Example (8)

Fano plane is a projective plane with parameter 2. In the other word, Fano plane is a  $PG(2, 2)$  or is a  $2-(7, 3, 1)$  design.

# Eighth Example (Fano plane)

## Example (8)

Fano plane is a projectiv plane with parameter 2. In the other word, Fano plane is a  $PG(2, 2)$  or is a  $2-(7, 3, 1)$  design.



# Hadamard matrices



# Hadamard matrices

Definition

# Hadamard matrices

## Definition

Let  $H$  be an  $n \times n$  matrix with each entry  $\pm 1$ , each row and each column of  $H$  (apart from the first) contains exactly  $n/2$  1s;

# Hadamard matrices

## Definition

Let  $H$  be an  $n \times n$  matrix with each entry  $\pm 1$ , each row and each column of  $H$  (apart from the first) contains exactly  $n/2$  1s;

## Equivalent definitions

# Hadamard matrices

## Definition

Let  $H$  be an  $n \times n$  matrix with each entry  $\pm 1$ , each row and each column of  $H$  (apart from the first) contains exactly  $n/2$ , 1s;

## Equivalent definitions

- **Linear Algebra:**

# Hadamard matrices

## Definition

Let  $H$  be an  $n \times n$  matrix with each entry  $\pm 1$ , each row and each column of  $H$  (apart from the first) contains exactly  $n/2$ , 1s;

## Equivalent definitions

- **Linear Algebra:**  $HH^T = nI_n$ , where  $n > 2$  and  $I$  is the  $n \times n$  identity matrix.

# Hadamard matrices

## Definition

Let  $H$  be an  $n \times n$  matrix with each entry  $\pm 1$ , each row and each column of  $H$  (apart from the first) contains exactly  $n/2$ , 1s;

## Equivalent definitions

- **Linear Algebra:**  $HH^T = nI_n$ , where  $n > 2$  and  $I$  is the  $n \times n$  identity matrix.
- **Combinatoris:**

# Hadamard matrices

## Definition

Let  $H$  be an  $n \times n$  matrix with each entry  $\pm 1$ , each row and each column of  $H$  (apart from the first) contains exactly  $n/2$  1s;

## Equivalent definitions

- **Linear Algebra:**  $HH^T = nI_n$ , where  $n > 2$  and  $I$  is the  $n \times n$  identity matrix.
- **Combinatorics:** given any two columns of  $H$  (apart from the first) they have 1s together in precisely  $n/4$  places.

# Hadamard matrices

## Definition

Let  $H$  be an  $n \times n$  matrix with each entry  $\pm 1$ , each row and each column of  $H$  (apart from the first) contains exactly  $n/2$  1s;

## Equivalent definitions

- **Linear Algebra:**  $HH^T = nI_n$ , where  $n > 2$  and  $I$  is the  $n \times n$  identity matrix.
- **Combinatoris:** given any two columns of  $H$  (apart from the first) they have 1 together in precisely  $n/4$  places.
- **Geometry:**



# Hadamard matrices

## Definition

Let  $H$  be an  $n \times n$  matrix with each entry  $\pm 1$ , each row and each column of  $H$  (apart from the first) contains exactly  $n/2$  1s;

## Equivalent definitions

- **Linear Algebra:**  $HH^T = nI_n$ , where  $n > 2$  and  $I$  is the  $n \times n$  identity matrix.
- **Combinatoris:** given any two columns of  $H$  (apart from the first) they have  $n/4$  1s together in precisely  $n/4$  places.
- **Geometry:** it has the largest volume!

# Design and Hadamard matrices

# Design and Hadamard matrices

Theorem

# Design and Hadamard matrices

## Theorem

*There exists a Hadamard matrix of side  $4n$  if and only if there exists a  $2$ -( $4n - 1, 2n - 1, n - 1$ ) design.*

# Design and Hadamard matrices

## Theorem

*There exists a Hadamard matrix of side  $4n$  if and only if there exists a  $2$ -( $4n - 1, 2n - 1, n - 1$ ) design.*

## Exercise 11:

# Design and Hadamard matrices

## Theorem

*There exists a Hadamard matrix of side  $4n$  if and only if there exists a  $2$ -( $4n - 1, 2n - 1, n - 1$ ) design.*

**Exercise 11:** Why is there no Hadamard matrix of order 3?

# Design and Hadamard matrices

## Theorem

*There exists a Hadamard matrix of side  $4n$  if and only if there exists a  $2$ -( $4n - 1, 2n - 1, n - 1$ ) design.*

**Exercise 11:** Why is there no Hadamard matrix of order 3?

**Exercise 12:**

# Design and Hadamard matrices

## Theorem

*There exists a Hadamard matrix of side  $4n$  if and only if there exists a  $2$ -( $4n - 1, 2n - 1, n - 1$ ) design.*

**Exercise 11:** Why is there no Hadamard matrix of order 3?

**Exercise 12:** Prove the previous theorem.



# Design and Hadamard matrices

## Theorem

*There exists a Hadamard matrix of side  $4n$  if and only if there exists a  $2$ -( $4n - 1, 2n - 1, n - 1$ ) design.*

**Exercise 11:** Why is there no Hadamard matrix of order 3?

**Exercise 12:** Prove the previous theorem.

**Exercise 13:**

# Design and Hadamard matrices

## Theorem

*There exists a Hadamard matrix of side  $4n$  if and only if there exists a  $2$ -( $4n - 1, 2n - 1, n - 1$ ) design.*

**Exercise 11:** Why is there no Hadamard matrix of order 3?

**Exercise 12:** Prove the previous theorem.

**Exercise 13:** How can we make a Hadamard matrix with order  $n$ ?

# Theorem 1

Theorem (1)

# Theorem 1

## Theorem (1)

*Let  $b$  is the number of blocks. In any  $t$ -( $v, k, \lambda$ ) design, we have  $b = \lambda \frac{\binom{v}{t}}{\binom{k}{t}}$ .*

## Theorem 2

Theorem (2)

## Theorem 2

### Theorem (2)

*Let  $b, k, v$  and  $r$  are natural numbers such that  $bk = vr$ ,  $k < v$  and  $b \leq \binom{v}{k}$ . Then there exist a  $1$ - $(v, k, r)$  design with  $b$  different blocks.*

## Theorems 3

Theorem (3)

# Theorems 3

## Theorem (3)

*In any  $2-(v, k, \lambda)$  symmetric design we have:*

- a)  $r = k$ ;
- b)  $\lambda(v - 1) = k(k - 1)$ ; and
- c) *If  $B$  and  $B'$  are two arbitrary blocks, then  $B \cap B' = \lambda$ .*



Спасибо вам за внимание!

