

# Combinatorics, 2017 Fall, USTC

## Week 10 Note 2

2017.11.24, Friday

### Resolvable Designs

**Definition 1.**  $D$  is a  $(v, k, \lambda)$  design over  $X$ . A **parallel** class in  $D$  is a subset of disjoint blocks from  $D$  whose union is  $X$ . Each parallel class has  $\frac{v}{k}$  blocks. So we have  $\frac{|D|}{\frac{v}{k}} = \frac{\lambda v(v-1)}{k(k-1)} \cdot \frac{k}{v} = \frac{\lambda(v-1)}{k-1}$  such classes, which equals the replication number. A partition of  $D$  into  $r$  parallel classes is called a **resolution**, and a design is said to be **resolvable** if it has at least one resolution.

**Problem:** A football league of  $2n$  teams, each team plays exactly once against every other team. Is it possible to arrange a schedule so that all matches are played in  $2n - 1$  days, and on each day every team plays one match?

The answer is a resolvable  $(2n, 2, 1)$  design,  $r = \frac{1 \times (2n-1)}{2-1} = 2n - 1$ .

Let our ground set be  $X\{*, 1, \dots, 2n - 1\}$ ,  $D = \binom{X}{2}$ . Define  $D_1, \dots, D_{2n-1}$ , for  $i \in [2n - 1]$  as follows:

$$D_i = \{\{i, *\}\} \cup \{\{a, b\} : a + b \equiv 2i \pmod{2n - 1}\}.$$

- ①  $\forall a \neq b \in X \setminus \{*\}$ ,  $\exists! i \in [2n - 1]$  s.t.  $a + b \equiv 2i \pmod{2n - 1}$ . Then  $\exists! D_i$  s.t.  $\{a, b\} \subset D_i \implies D = D_1 \cup D_2 \cup \dots \cup D_{2n-1}$  is a partition.
- ②  $\forall i \in [2n - 1]$ , show  $D_i$  is a parallel class. If  $a \notin \{i, *\}$ , the unique block in  $D_i$  containing  $a$  is  $\{a, b\}$  with  $b \equiv 2i - a \pmod{2n - 1}$ .

**Definition 2 (Affine Plane).** An affine plane  $AG(q)$  is a  $(q^2 + q, q, 1)$  design.

For  $AG(q)$ , we have  $r = \frac{q^2-1}{q-1} = q + 1$ ,  $b = \frac{vr}{k} = q^2 + q$ .

**Parallel lines:** lines that don't meet each other.

**Construction 1:** Let  $(X, \mathcal{L})$  be a  $PG(q)$ . Fix one line  $L_0 \in \mathcal{L}$ . Let  $X' = X \setminus \{L_0\}$ ,  $\mathcal{L}' = \{L \setminus L_0 : L \in \mathcal{L}, L \neq L_0\}$ . Then  $(X', \mathcal{L}')$  is an  $AG(q)$ . Further,  $(X', \mathcal{L}')$  is a resolvable  $(q^2, q, 1)$  design.

**Proof.**  $|X'| = q^2$ ,  $b = |\mathcal{L}'| = q^2 + q$ ,  $k = |L \setminus L_0| = q$ . By definition of  $PG(q)$ , any two points lies on a unique line. So it is an  $AG(q)$ . Next, show resolvability.

$\forall x \in L_0$ , let  $L_x = \{L \setminus \{x\} : L \in \mathcal{L}, L \neq L_0, x \in L\} \subset \mathcal{L}'$ . Then  $L_x$  is a partition of  $X'$ , i.e. a parallel class. Since in  $PG(q)$ , every line intersects  $L_0$  in exactly one point, we have  $L_x (x \in L_0)$  is a partition of  $\mathcal{L}'$ .  $\square$

**Construction 2:**  $q$  prime,  $\mathbb{Z}_q$  is a cyclic additive group and  $\mathbb{Z}_q^*$  is a cyclic multiplicative group. ( $\mathbb{F}_q$  is a finite field.)

Let  $X = \mathbb{Z}_q \times \mathbb{Z}_q$ . Let  $\mathcal{L}$  be the set of all lines of the form

$$L(a, b) = \{(x, y) \in X : y = ax + b\}, \quad a, b \in \mathbb{Z}_q,$$

and

$$L(c) = \{(c, y) \in y \in \mathbb{Z}_q\}, \quad c \in \mathbb{Z}_q.$$

Then  $(X, \mathcal{L})$  is an  $AG(q)$ , and further resolvable.

**Proof.**  $|X| = q^2$ ,  $k = |L| = q$ .  $\forall (x_1, y_1) \neq (x_2, y_2) \in X$ ,

① if  $x_1 = x_2$ , then the unique line containing them is  $L(x_1)$ .

② if  $x_1 \neq x_2$ , then

$$\begin{cases} y_1 = ax_1 + b \\ y_2 = ax_2 + b \end{cases}$$

has a unique solution  $(a, b)$ . Then the unique line is  $L(a, b)$ .

$\{L(a, b) : b \in \mathbb{Z}_q\} (a \in \mathbb{Z}_q)$ ,  $\{L(c) : c \in \mathbb{Z}_q\}$  is a resolution.  $\square$

**Homework:** Any  $AG(q)$  is resolvable.

**Definition 3 (Hadamard Matrices).** A Hadamard matrix is a square  $n \times n$  matrix  $H$  with entries  $\pm 1$ , such that  $HH^T = nI$ .

**E.g.**

$$H_1 = [1], \quad H_2 = \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}, \quad H_4 = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & -1 & 1 & -1 \\ 1 & 1 & -1 & -1 \\ 1 & -1 & -1 & 1 \end{bmatrix}.$$

**Fact:**

- ①  $H$  is invertible.
- ② All rows(columns) are mutually orthogonal.
- ③ If  $H$  is a Hadamard matrix, then exchanging two rows(or columns), multiplying  $(-1)$  to any row(columns) also gives a Hadamard matrix.

If a Hadamard matrix(H-matrix) has all 1's in the first row and the first column, we say it is **normalized**.

**Fact:** An  $n \times n$  H-matrix exists  $\iff$  an  $n \times n$  normalized H-matrix exists.

**Theorem 1.** If  $H$  is an  $n \times n$  normalized  $H$ -matrix, then every except the first row has  $\frac{n}{2}$  positive and  $\frac{n}{2}$  negative entries. If  $n > 2$ , then any two rows other than the first row have exactly  $\frac{n}{4}$  1's in common. (Same for columns.)

**Proof.** The first statement is clear.

Let  $u, v$  be any two rows other than the first row. Let  $a$  (resp.  $b$ ) be the number of places where they both have 1's (resp.  $-1$ 's). Since  $v$  has  $\frac{n}{2}$  positives and  $\frac{n}{2}$  negatives, then  $(\frac{n}{2} - a) + b = \frac{n}{2}$ . Hence  $a = b$ . Since  $(u, v) = 0$ , we have  $a + b - (\frac{n}{2} - a + \frac{n}{2} - b) = 0 \implies a = \frac{n}{4}$ .  $\square$

**Definition 4 (Hadamard Code  $C_n$ ).**  $H$  is an  $n \times n$   $H$ -matrix, take all rows of  $H$  and  $-H$ , and change  $-1$  to  $0$ . Let  $C_n$  be the set of all the resulting  $1 \times n$  vectors, then  $C_n$  is the set of  $2n$  binary vectors.  $\forall x, y \in C_n$ , the **Hamming distance** of  $x, y$ ,  $d_H(x, y)$  is the number of positions they differ.

**Theorem 2.**  $\forall x \neq y \in C_n$ ,  $d_H(x, y) \geq \frac{n}{2}$ .

**Proof.** ① If  $x$  is obtained from the  $i^{th}$  row of  $H$ ,  $y$  is obtained from the  $i^{th}$  row of  $-H$ , then  $d_H(x, y) = n$ .

② Otherwise,  $\exists$  two rows  $u, v$  of  $H$ , such that  $x$  is obtained from  $u$  or  $-u$ , and  $y$  is obtained from  $v$  or  $-v$ . In any case,  $d_H(x, y) = \frac{n}{2}$ .  $\square$

**Theorem 3.** Every  $H$ -matrix of size  $4n \times 4n$  gives an symmetric  $(4n - 1, 2n - 1, n - 1)$  design. (This design is called Hadamard Design.)

**Proof.** Let  $H$  be a normalized  $H$ -matrix of size  $4n \times 4n$ . After deleting the first row and the first column, we have a  $(4n - 1) \times (4n - 1)$  matrix. Then change  $-1$  to  $0$ . Denote it by  $M$ . Then each row of  $M$  has  $(2n - 1)$  1's, which corresponds to a block of size  $2n - 1$ . Every two columns have  $(n - 1)$  1's in common.  $\square$

**Hadamard Conjecture:** Hadamard matrix exists for all orders divisible by 4.

**Theorem 4.** If  $H$  is an  $n \times n$   $H$ -matrix, then  $\begin{bmatrix} H & H \\ H & -H \end{bmatrix}$  is also an  $H$ -matrix of order  $2n$ .