CONSTRUCTION AND ENUMERATION OF

STS 19, 21, 23

Awatef Ahmed OmarAughnai[1], Dr. Mohit James[2]

[1]Department of Mathematics & Statistics,Faculty of Science,Sam

Higginbottom University Of Agriculture, Technology & Sciences, Allahabad (India)

[2]Assistant Professor

Department of Mathematics & Statistics, Faculty of Science

Sam Higginbottom University Of Agriculture, Technology & Sciences, Allahabad (India)

ABSTRACT

Steiner triple systems (STSs) with subsystems of order 7 are classified. The steiner systems for order 19, 21 and 23 has been classified. We need to find the total classification of the STS systems. In a Steiner triple system of order v, STS (v), a set of three lines intersecting pair wise in three distinct points is called a triangle. A set of lines containing no triangle is called triangle-free. The minimum number of triangle-free sets required to partition the lines of a Steiner triple system S, is called the triangle chromatic index of S.

A method of constructing Steiner triple systems has been proposed. The basic theory that contains definition, lemmas of decomposable of some complete graphs has been described. A theorem concerning construction of Steiner triple systems has been proved. The entire procedure of constructing Steiner triple systems of order 19, 21, 23 has been presented.

I.INTRODUCTION

A Steiner triple system [3] of order v is a set of 3-element subsets, called blocks, of a v-set of points, such that every pair of points occurs in exactly one block. For an STS (v), standard counting arguments show that each point must occur in exactly $r = (v - 1)/2$ blocks and that the triple system consists of exactly $b = v(v - 1)/6$ blocks where r and b are integers we get necessary conditions for the existence of an STS (v).

For $v > 3$ anSTS(v) exists if and only if either $v = 1 \pmod 6$ or $v = 3 \pmod 6$. Two STS are isomorphic if there exists a bijection between the point sets that maps blocks onto blocks; such a bijection is an isomorphism. An auto-morphism[5][17] of a triple system is an isomorphism of the triple system onto itself. The auto-morphism group of the triple system consists of all of its automorphisms. The number of pair wise non-isomorphic STS (v) is denoted by N(v). N(v) grows exponentially as proved .The first few nonzero values of the function N(v) are $N(3) = 1, N(7) = 1, N(9) = 1, N(13) = 2,$ and $N(15) = 80$.

Theoretically, assuming a collection of Q objects, on average at least log2Q bits are required to uniquely represent (identify) an object in the collection. Concatenating the compressed representations of all the objects, at least Qlog2Q bits, or approximately 46 gigabytes for Q = N(19), are required.

II. MATERIALS & METHODS

2.1. STS of order 19 [19]

Let (X, B) be an STS (v). A subsystem of order w (denoted sub-STS (w) is a pair (Y, V) which is an STS(w) in its own right. An STS (19) can contain subsystems of orders 1 or 3 (trivially), 7, or 9. There are at least 2450 non-isomorphic STS (19) which contain 3 sub-STS(7) intersecting in a point. It is shown that there are exactly 284457 non-isomorphic STS (19) containing sub-STS (9).

As each STS (19) was generated, we stored the relevant information on tape: the random seed used to generate the system, the two invariants, and two Boolean flags indicating the presence of subsystems.

2.2. Enumeration of STS(19) with the sub-order of system 9

There are exactly 284457 non-isomorphic STS (19) which contain a sub-STS(9)[19], and at least 2111230 which do not have isomorphs. The estimated population is the solution N to the equation $(1 - R/ \ N) = (1 - 1/N)/S$. This equation can easily be solved by Newton's method, giving N = 3.54 X 108.

 Although N is huge, it is probably too low, for two reasons. First, the population we are estimating is that of invariants, and not non-isomorphic STS (19). It can happen, and does, that non-isomorphic STS (19) have the same invariants.

We know of no way to estimate the probability of this occurring. Second, we construct STS (19) by means of a pseudo-random number generator with a period of 230. So our population is restricted to those 230(= 109) STS (19) which can be constructed from the particular pseudo-random number generator we used.

We can obtain an estimate in another way, by considering the STS (19) with a sub-STS(9).We have noted that there are exactly 284457 such STS seeds. Of the 2117600 seeds of STS we constructed, 46 out of those STS seeds, contained a sub-STS (9). Taking ratios, we get an estimate of N = 284457/46 X 2117600 = 1.309 X 109. It may be that our hill-climbing algorithm is less likely to produce STS (19) containing sub-STS (9) than a truly random algorithm; so this estimate may be too high.

III.CALCULATION PARAMETERS

• The point set $\{1, 2, 3, ..., v\}$ is used for all STS(v), and the vertex set $\{1, 2, ..., b\}$ is used for all graphs of order b

• The symmetric group on $\{1, 2, ..., b\}$ is denoted by S_b. The auto-morphism group of a graph G is denoted by Aut (G)

• Similarly, the auto-morphism group of a triple system B is denoted by Aut(B)

• Block Graphs (Linear Graphs) : A graph whose vertices are in one-to-one correspondence with the blocks of triple system, with two vertices joined by an edge if and only if the corresponding blocks have nonempty intersections.

IV. PASCH CONFIGURATION

• A Pasch configuration (or fragment or quadrilateral) in an STS is a set of four blocks and six points of the form {u,v,w}, {w,x,y}, {u,x,z}, {v,y,z}

• An STS is said to be anti-Pasch if it does not contain a Pasch configuration

• We define collections of the blocks where a pair of distinct collections of blocks $(T1, T2)$ is said to be mutually $t-$ balanced if each $t-$ element subset of the base set V contained in precisely the same number of blocks of $T1$ as of $T2$. Each collection $(T1, T2)$ is then referred to as a trade.

• The Pasch configuration is the smallest trade that can occur in a Steiner triple system. If $T1$ is the collection {a,b,c}, {a,y,z}, {x,b,z}, {x,y,c}, then, by replacing each triple with its complement, a collection $T1$, {x,y,z}, {x,b,c}, {a,y,c}, {a,b,z} is obtained which contains precisely the same pairs as $T1$. This transformation is known as a Pasch switch, and when applied to a Steiner triple system yields another, usually non-isomorphic, Steiner triple system

V.THEORMS OF GRAPHS: STS

• Theorem -1: A Regular Graph with v vertices and degree k is said to be strongly regular graph[17][20] if it has two integers λ and μ, having two adjacent neighbors λ ,and two non-adjacent vertices having μ common neighbors represented as srg(v, k, λ, μ).

• Block graph of an STS(v) is a strong regular graph:

The converse of this theorem holds on the condition that v is large enough.

This result was obtained by Bose, for $v > 67$. The following theorem is one of the central building blocks of our classification approach

• Theorem – 2: For every $v \geq 19$, every STS (v) can be reconstructed up to isomorphism from its block graph[18]

The proof of Theorem contains an explicit algorithm [19] for constructing an STS from a strongly regular graph. We do not, however, need such an algorithm here, since every such graph will be explicitly constructed from an STS, and the transformation between these objects is therefore known

• Theorem – 3**:** For every $v \geq 19$. Two STS (v) are isomorphic if and only if their block graphs are isomorphic [18]

• Theorem-4: For $v \geq 19$, a block graph of a STS(v) contains exactly vr-cliques. The vertices of an r-clique in the block graph clearly correspond to a set of r blocks with pair wise nonempty intersection[17]

A short case-by-case analysis shows that a set of blocks with pair wise nonempty intersection in an STS (v) has sizeatmost 7 unless the blocks share a common point. Since each point occurs in r blocks, and no two blocks contain the same point pair, there are exactly $v$sets of r blocks with pair wise nonempty intersection when $r > 7$, that is, $v >= 19$

• Theorem-5: For $v \geq 19$, the auto-morphism group of an STS(v)and the auto-morphism group of a corresponding block graph are isomorphic. Label the blocks of an STS(v) and consider the associated block graph G. Clearly, the block automorphism group of the STS is a sub group of Aut(G) [12]

• Theorem-6: Each block of an STS(v)occurs in exactly $(v-3)(v-3)(v2 -12\hat{v}+99)/16$sets of four blocks that have pair wise non-empty intersection but do not form a pasch configuration [8]

• For $v \geq 19$, the function $\bar{v}_p$ is well defined and constitutes a vertex invariant for the set of all block graphs derived from STS(v)

VI. CONSTRUCTION OF STS

• STAGE-I :Preprocessing stage in which the seeds for the main search are determined
• STAGE-II: The second stage consists of determining all extensions of each seed to an STS(19), STS(21), STS(23) and rejecting isomorphs
• The correspondence between Steiner triple systems and strongly regular graphs given by Theorem is very useful from an algorithmic point of view since we can alternate between representations and use the best representation for the task at hand. The core of our algorithm is an efficient exact cover algorithm for constructing STS (19).
• Isomorph-free generation is achieved using the block graph representation and **nauty** supplemented with the Pasch configuration vertex invariant.
• The details of our approach are as follows. The construction process has two stages. The first stage is a preprocessing stage in which the seeds for the main search are determined. The second stage consists of determining all extensions of each seed to an STS(19) and rejecting isomorphs
The problem of finding all extensions of a seed sub-design to an STS(19) is that of finding all solutions to an instance of exact cover. In the exact cover problem, we are given a set and a collection of its subsets; the task is to cover the set with given subsets so that each element of the set is covered exactly once
• In the preprocessing stage, we fix the first block, $\{1,2,3\}$.Construct all pair wise non-isomorphic designs consisting of 3-element blocks that intersect the first block so that the total number of blocks is 25 (r = 9 for an STS(19)) and no pair in $\{1,2,....19\}$occurs in more than one block.
• We generate a table for all possible incident matrix up to isomorphism

• The structure of seeds needs to determine two parts of the sub-seed design: A and B

• Part A can be completed with combinatorial arguments

• Part-B can be calculated by carrying out isomorphic rejection in each matix for Part-A

• For each completion we perform isomorph rejection against a stored collection of orbit representatives

• Each design is encoded as a vertex-colored bipartite graph in which vertices of one color correspond to the points, vertices of another color correspond to the blocks, and edges encode the incidence relation between points and blocks

• Pair-wise non-isomorphic m-block seed sub-designs are obtained in this way

• The problem of finding all extensions of a seed sub-design to an STS(19) is that of finding all solutions to an instance of exact cover

• In the exact cover problem, we are given a set and a collection of its subsets; the task is to cover the set with given subsets so that each element of the set is covered exactly once

• We combine the data of complete search with previous results to calculate number of pair-wise non-isomorphic STS(19)

• First, we take the representatives from the isomorphism classes of STS(19)

• Orbit-stabilizer theorem gives total number of STS(19)

VII.CONSTRUCTING AND EXTENDING SEEDS

In the preprocessing stage, we construct all pair wise non-isomorphic designs consisting of

3-element blocks that intersect block so that the total number of blocks is 25.

A backtrack search with isomorph rejection is carried out. Actually, the A part can be completed up to isomorphism using combinatorial arguments; there are only seven such completions. From left to right these correspond to the seven partitions, $4 + 4 + 4 + 4$; $4 + 4 + 8$; $4 + 6 + 6$; $4 + 12$; $6 + 10$; $8 + 8$; 16; of 16 into even integers greater than or equal to 4.

Each completion corresponds to a 1-factor of the complete graph K16 that is disjoint from the 1-factor in columns. The union of two such 1-factors is a 2-regular graph consisting of even-length cycles only; up to isomorphism these correspond to the partitions above

For each completion we perform isomorph rejection with nautyagainst a stored collection of orbit representatives. Each design is encoded as a vertex-colored bipartite graph in which vertices of one color correspond to the points, vertices of another color correspond to the blocks, and edges encode the incidence relation between points and blocks .In total, 14;648 pair wise non-isomorphic 25-block seed sub-designs are obtained in this way.

Then the orbit-stabilizer theorem gives as the total number of   STS(19), STS(21), STS(23).

Again, the orbit-stabilizer theorem can be used to get the total number of STS(19), STS(21),STS(23) . Since we know the number of STS(19) for *which* and all values are known after the search, it is straightforward to determine the number of STS(19) ,STS(21),STS(23) with trivial auto-morphism group.

VIII. ISOMPORPH REJECTION

The most involved part of the algorithm is the elimination of isomorphic STS(19) , STS(21),STS(23) from consideration. There are three issues that need to be addressed.

First, the main search must be conducted in parallel because of the considerable resource requirements.

This presents a difficulty since the parallel runs should preferably be independent of each other, whereby no comparisons between isomorphism class representatives encountered in distinct runs are allowed. Second, the search is to be conducted in part on computers that do not have enough main memory to store the millions of isomorphism class representatives potentially encountered as extensions of a single seed sub-design.

Third, isomorphism testing must be fast since there are in the order of, as we now know, tested for isomorphism. All of the above difficulties are essentially solved by a recent algorithm framework for iso-morph-free exhaustive generation .

Our basic isomorph rejection strategy is to use nautyto compute the canonical labeling and automorphism orbits of the block graph of a generated STS(19), STS(21), STS23). To enable parallelization we must guarantee that algorithm runs performed on different seeds sub-designs do not output isomorphic STS(19).

This can be accomplished by using the output of nautyto test that a generated STS(19) originates from the correct parent seed sub design.

Theorem 7: Let sub-seeds B and B0 be two generated STS(19) ,STS(21),STS(23) that pass the test. . If B and B0 are isomorphic, then they have been constructed by extending the same seed sub design S [19]

Moreover, there exists an automorphism of S that is an isomorphism of B onto B0

Theorem 8: For every isomorphism[12] class of STS(19), there exists an STS(19) that is an extension of a seed sub design and that passes the test

 This can be extended to STS(21) and STS(23).

We must still perform isomorph rejection on those STS (19) that have been generated from the same seed sub-design. If the automorphism group of the seed sub-design is large, then the further test we employ is simply a hash table query to see whether the canonically labeled block graph

IX. BLOCK CONSTRUCTION OF STS

A Steiner Triple System, denoted by STS(v), is a pair (S,T)consisting of a set S with v elements, and a set T consisting of triples of S (called blocks) such that every pair of elements of S appear together in a unique triple of T.

9.1. Quasi-groups

A Quasigroup$(S, \otimes)$is a set S together with a binary operation ($\otimes$) such that:

1.   The operation is closed (i.e., a $\otimes$b)

2. Given a, b the equations

i) $a \otimes x = b$ and

ii) $y \otimes a = b$

have unique solutions for x and y.

A simple example of a finite quasigroup is given by the set $\{0, 1, 2\}$ with the operation define by $a \otimes b = 2a+b+1$ where the operations on the right are the usual multiplication and addition modulo 3.

9.2. Latin Squares and Quasi-groups

Theorem 9: The multiplication table of a quasigroup[8] is a Latin square

Where the entry which occurs in the r-th row and s-th column is the product $a_r \square a_s$ of the elements a_r and a_s. If the same entry occured twice in the r-th row, say in the s-th and r-th columns so that $a_{rs} = a_{rt} = b$, have two solutions to the equation $a_r \otimes x = b$, in contradiction to the quasi group axiom. Similarly, if the same entry occurred twice in the s-th column, we would have two solutions to the equation $y \otimes a_{,s} = c$ for some c. We conclude that each element of the quasigroup occurs exactly once in each row and column, and so the unbordered multiplication table (which is an $n \times n$ array) is a latin square

Theorem 10: There is no commutative idempotent latinsquare[8] of even Order

For any $n = 2k+1$, there exists a commutative idempotent latin square of order n.

X. BOSE CONSTRUCTION

The Bose construction of an STS $(6n+3)$ for any natural number $(Q, \otimes)$, utilizes a commutative idempotent quasi-group $(Q, \otimes)$ of order $2n+1$. The set S consists of the $6n+3$ ordered pairs of $Q \times \{0, 1, 2\}$ and the triples T are of two types:

Type 1: $\{(i,0), (i,1), (i,2)\}$

Type 2: $\{(i,k), (j,k), (i \ j, k+1 \ (mod \ 3))\}$

There are $2n + 1$ triples of type 1 and $3(2n+1)(2n)/2 = 6n^2+3n$ triples of type 2.

Thus, $|T| = 6n^2+5n+1 = (6n+3)(6n+2)/6 = v(v-1)/6$

Let (a,b) and (c,d) be distinct elements of S. If $a = c$ then this pair is in a triple of type 1.

If $b = d$, the pair is in a triple of type 2. Now, either $d = b+1 \ (mod \ 3)$ or. In the first case, let x be the unique solution of $a \otimes x = c$ in Q. The triple containing the pair is thus $d = b-1 \ (mod \ 3)\{(a,b), (x,b), (c,d)\}$. In the second case, let y be the unique solution of $y \otimes c = a$ in Q. The triple is then $\{(y,d), (c,d), (a,b)\}$

XI. FINAL CONSTRUCTION

This construction of an STS $(6n+1)$ starts with a set S consisting of the $6n$ ordered pairs of $Q \ Q \times \{0,1,2\}$, where $(Q, \square)$ is a commutative half-idempotent quasi-group of order $2n$ is represented as ∞.

To describe the triples we assume that the quasi-group Q has symbols $\{1,2,...,2n\}$. The triples are then:

Type 1: $\{(i,0), (i,1), (i,2)\}$

Type 2: $\{\infty, (i,k), (n+i,k-1 \bmod 3)\}$

Type 3: $\{(i,k), (j,k), (i \otimes j, k+1 \pmod 3))\}$

Suppose (a,b) and (c,d) are a pair of elements of S.

The triple containing the pair is thus $\{(a,b), (x,b), (a,d)\}$ In the second case, let y be the unique solution of $y \square a = a$ in Q. Again, the triple is then $\{(y,d), (a,d), (a,b)\}$.

XII. RESULTS & DISCUSSION

The below are the pairs of the non-cyclic points representing the graphical space sample points for the graphical construction of the non-cyclic group of the seeds obtained through the isomorphic rejection and orbit stabilizer theorem.

STS (19) – 57

STS (21) - 70

STS (23) - 64

S.No.	STS(19)	STS(21)	STS(23)
1	10 12 16	10 12 21	21 10 2
2	10 13 18	10 13 16	23 10 5
3	1 11 12	10 14 17	4 9 2
4	11 13 19	1 10 20	10 13 16
5	12 14 17	1 11 12	10 14 17
6	1 13 17	11 13 14	1 10 20
7	14 15 19	12 15 20	1 11 12
8	1 15 18	1 13 19	11 13 14
9	17 18 19	1 14 15	12 15 20
10	2 10 11	14 18 19	1 13 19
11	2 12 13	15 17 21	1 14 15
12	2 14 18	1 16 17	14 18 19
13	2 16 19	16 18 21	15 17 21
14	2 3 5	19 20 21	1 16 17
15	1 2 4	2 11 21	16 18 21
16	2 6 8	2 12 13	19 20 21
17	2 7 15	2 14 20	2 11 21
18	2 9 17	2 15 16	2 12 13
19	3 13 15	2 17 18	2 14 20

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20	3 16 17	2 3 5	2 15 16
21	1 3 19	1 2 4	2 17 18
22	3 4 18	2 6 19	2 3 5
23	3 6 10	2 7 8	1 2 4
24	3 7 12	2 9 10	2 6 19
25	3 8 14	3 10 15	2 7 8
26	3 9 11	3 11 16	2 9 10
27	4 10 14	3 12 14	3 10 15
28	4 11 15	3 17 19	3 11 16
29	4 13 16	3 18 20	3 12 14
30	4 5 17	1 3 21	3 17 19
31	4 6 7	3 4 13	3 18 20
32	4 8 19	3 6 8	1 3 21
33	4 9 12	3 7 9	3 4 13
34	5 10 19	4 10 19	3 6 8
35	5 11 14	4 11 20	3 7 9
36	5 12 15	4 15 18	4 10 19
37	5 16 18	4 5 17	4 11 20
38	5 6 13	4 6 21	4 15 18
39	1 5 7	4 7 14	4 5 17
40	5 8 9	4 8 16	4 6 21
41	6 11 16	4 9 12	4 7 14
42	6 12 19	5 11 19	4 8 16
43	1 6 14	5 12 16	4 9 12
44	6 15 17	5 13 20	5 11 19
45	6 9 18	1 5 18	5 12 16
46	7 10 17	5 6 10	5 13 20
47	7 11 18	5 7 21	1 5 18
48	7 14 16	5 8 14	5 6 10
49	7 8 13	5 9 15	5 7 21
50	7 9 19	6 11 17	5 8 14
51	8 10 15	6 12 18	5 9 15
52	8 11 17	6 13 15	6 11 17
53	8 12 18	6 14 16	6 12 18

54	1 8 16	1 6 7	6 13 15
55	1 9 10	6 9 20	6 14 16
56	9 13 14	7 10 11	1 6 7
57	9 15 16	7 12 17	6 9 20
58		7 13 18	7 10 11
59		7 15 19	7 12 17
60		7 16 20	7 13 18
61		8 10 18	7 15 19
62		8 11 15	7 16 20
63		8 12 19	21 19 11
64		8 13 21	23 9 2
65		8 17 20	
66		1 8 9	
67		9 11 18	
68		9 13 17	
69		9 14 21	
70		9 16 19	

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