

# Generating orbits for quasi-symmetric designs

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## Abstract

A  $(v, k, \lambda)$  design is *quasi-symmetric* if every pair of blocks intersect in  $x$  or in  $y$  points, for some integers  $x < y$ . Examples are the geometric designs  $PG_{n-2}(n, q)$  and  $AG_{n-1}(n, q)$ . In the affine case the number of non-isomorphic quasi-symmetric designs with the same parameters as  $AG_{n-1}(n, q)$  grows exponentially with  $n$ , while in the projective case only a few examples are known. It makes sense to try to find new examples by computational techniques relying on automorphism groups.

Finding  $(v, k, \lambda)$  designs with a prescribed automorphism group  $G$  is done in two steps:

1. compute the orbits of  $G$  on  $k$ -element subsets of points,
2. select orbits comprising blocks of the design.

For quasi-symmetric designs, only the *good* orbits need to be considered, i.e. orbits containing  $k$ -element subsets intersecting in  $x$  or in  $y$  points. We will focus on the first step and explore algorithms for generating good orbits. When the group  $G$  is large, an approach based on stabilizers is most efficient. For smaller groups we use an orderly algorithm of Read-Faradžev type. In some cases tactical decompositions can be used to make the computation feasible.