

Construction of Two-Weight Codes

Axel Kohnert

Tokyo November 2005

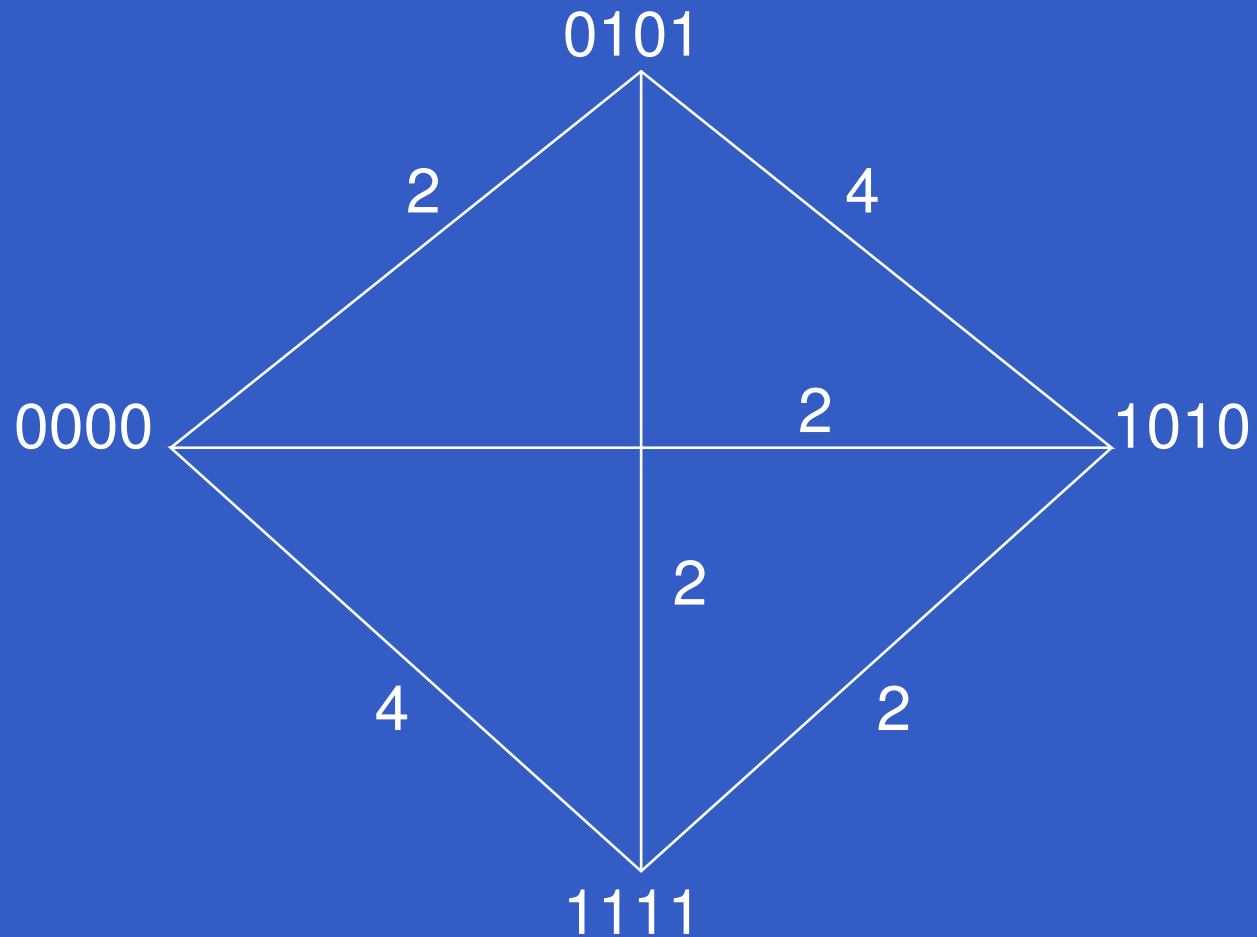
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Coding Theory



Coding Theory

Hamming distance $d_H(x, y)$ = number of places with different letters in two codewords x and y .

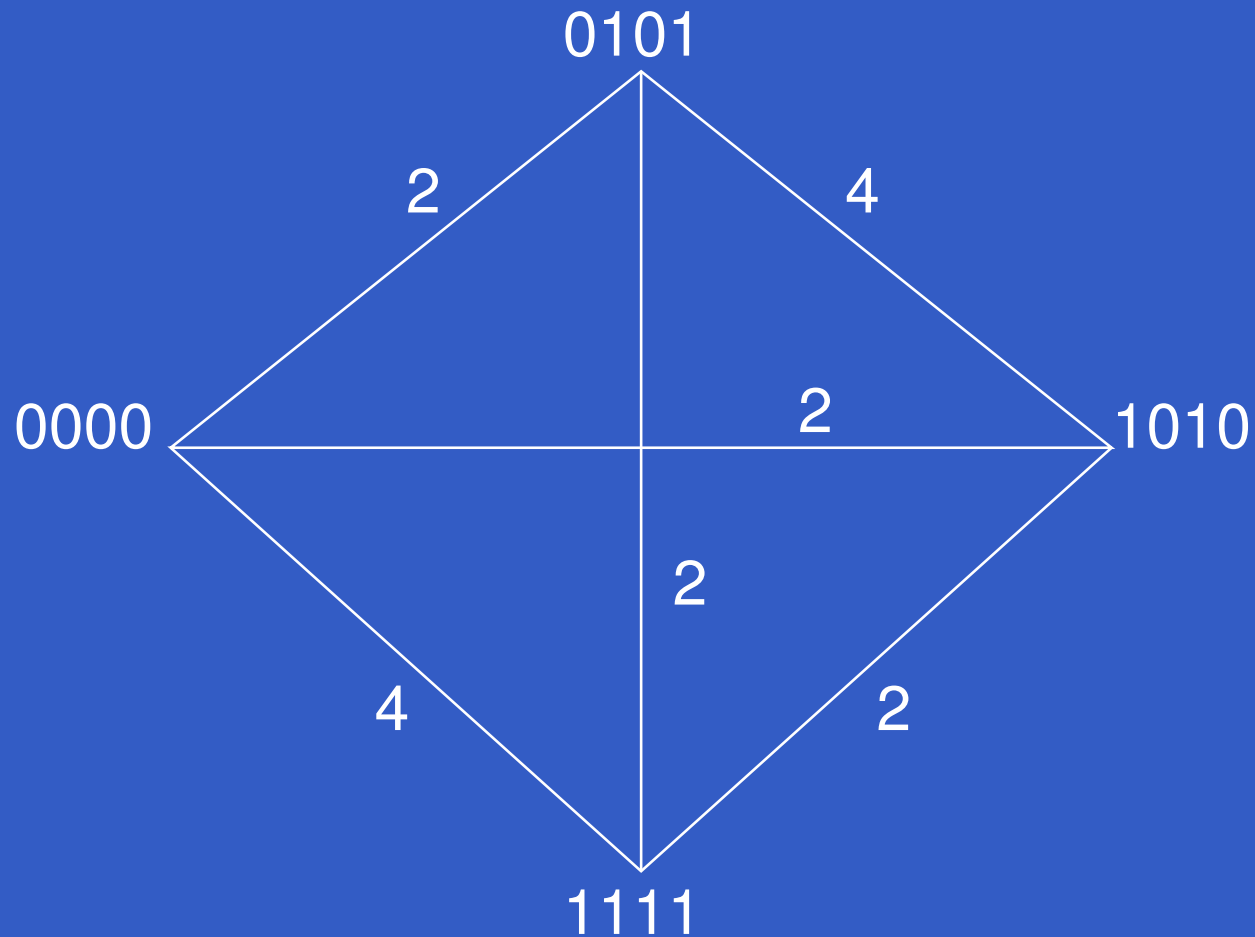
Minimum distance = minimum of $d_H(x, y)$ for all pairs of codewords.

Error correcting capability is measured by the minimum distance.

Linear Code

A **linear** $[n, k; q]$ **code** C is a k -dimensional subspace of the vectorspace $GF(q)^n$.

Linear Code



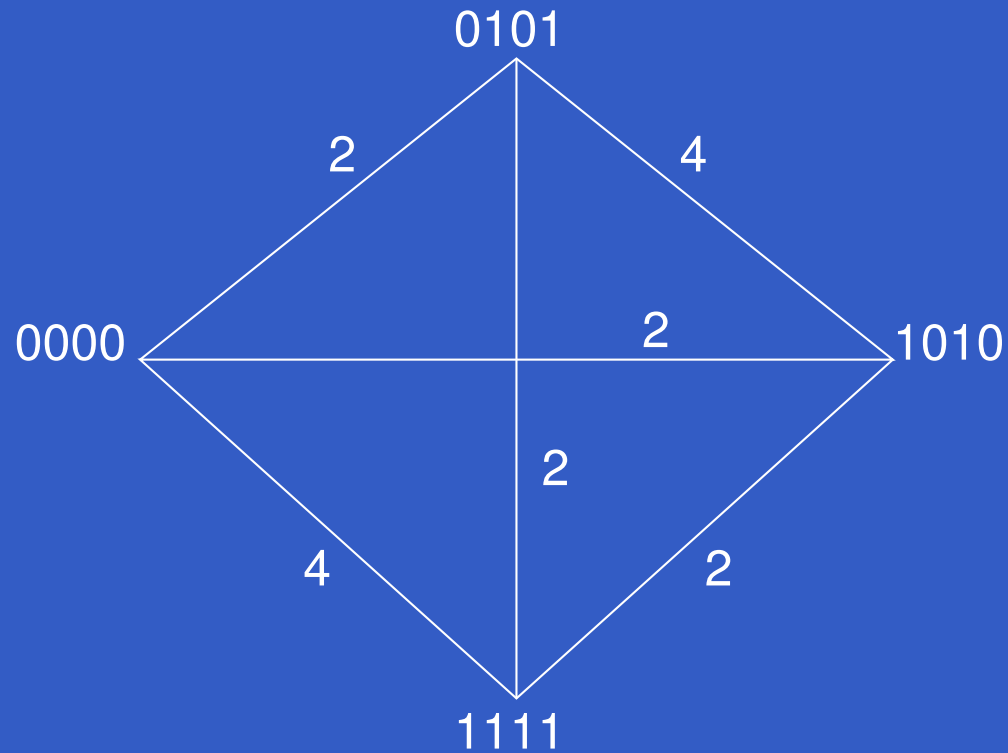
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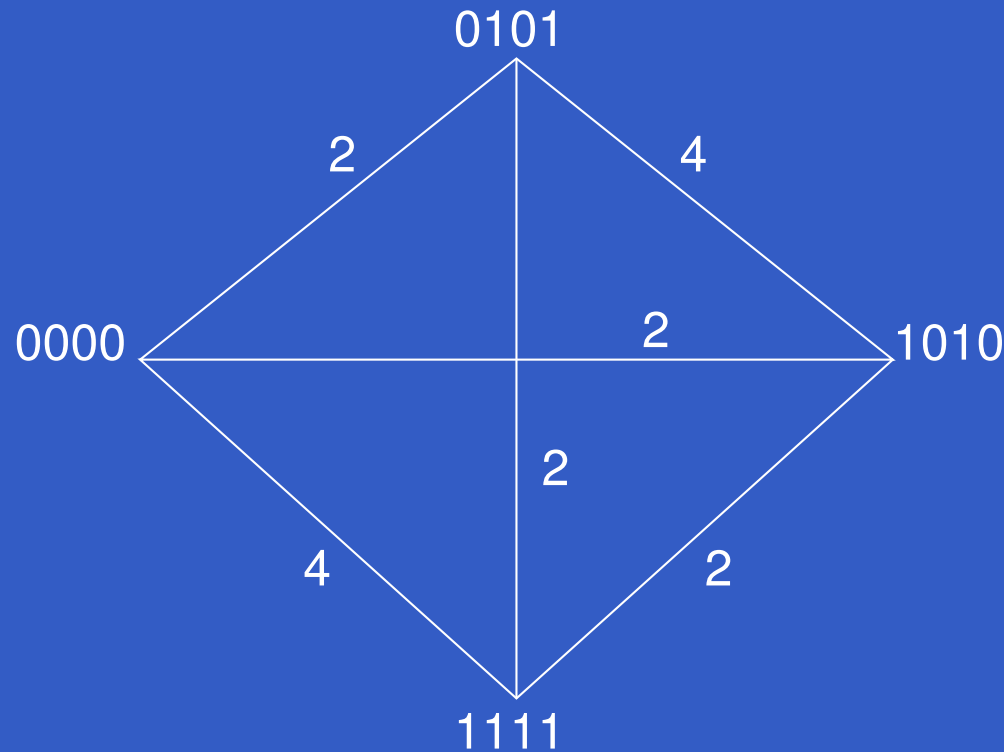
The **generator matrix** Γ of a linear $[n, k; q]$ code C is a $k \times n$ matrix where each row is a basis element of the code C .

$$C = \{v\Gamma : v \in GF(q)^k\}$$

Linear Code



Linear Code



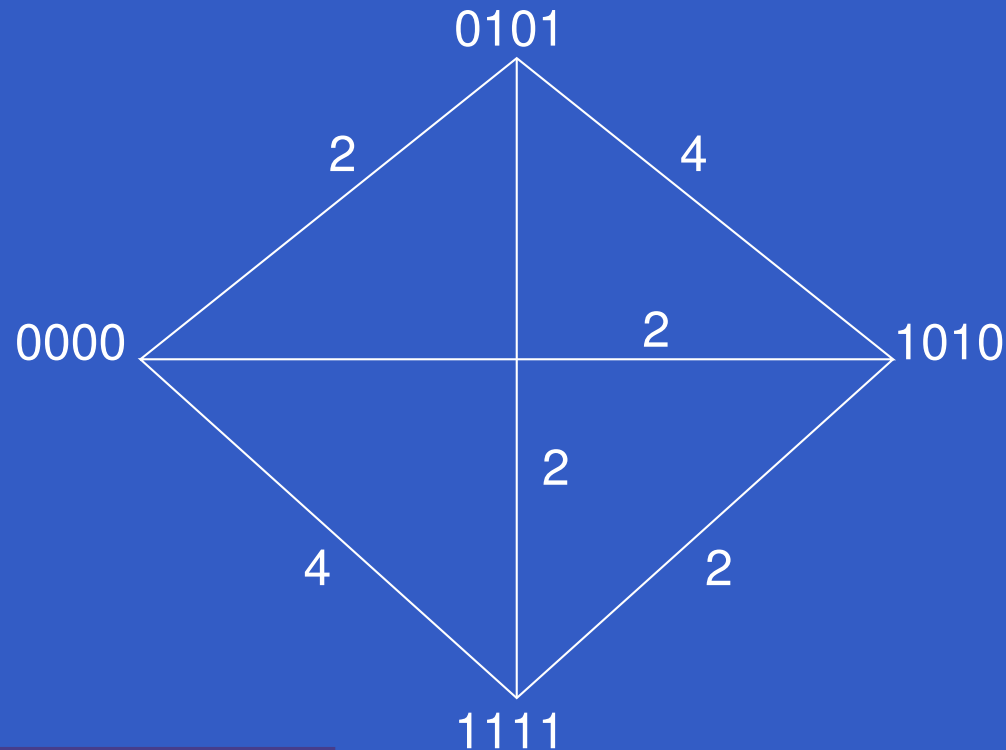
$$\Gamma = \begin{pmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \end{pmatrix}$$

Minimum Distance

The minimum distance of a linear code is the minimum number of nonzero entries (=weight) of all nonzero codewords.

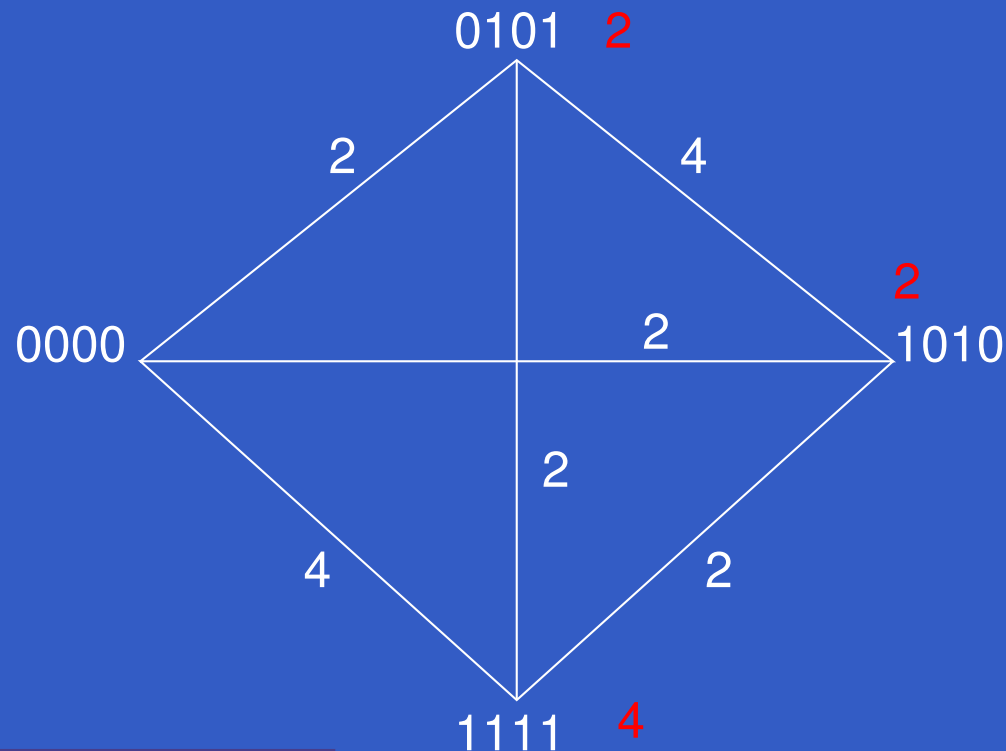
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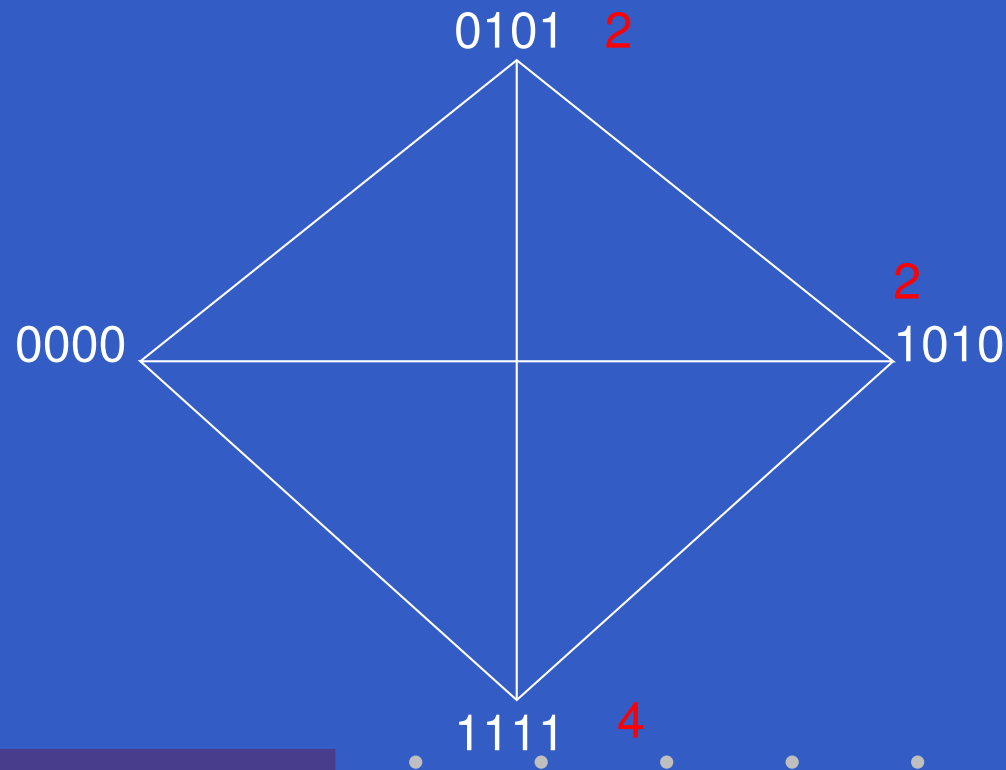
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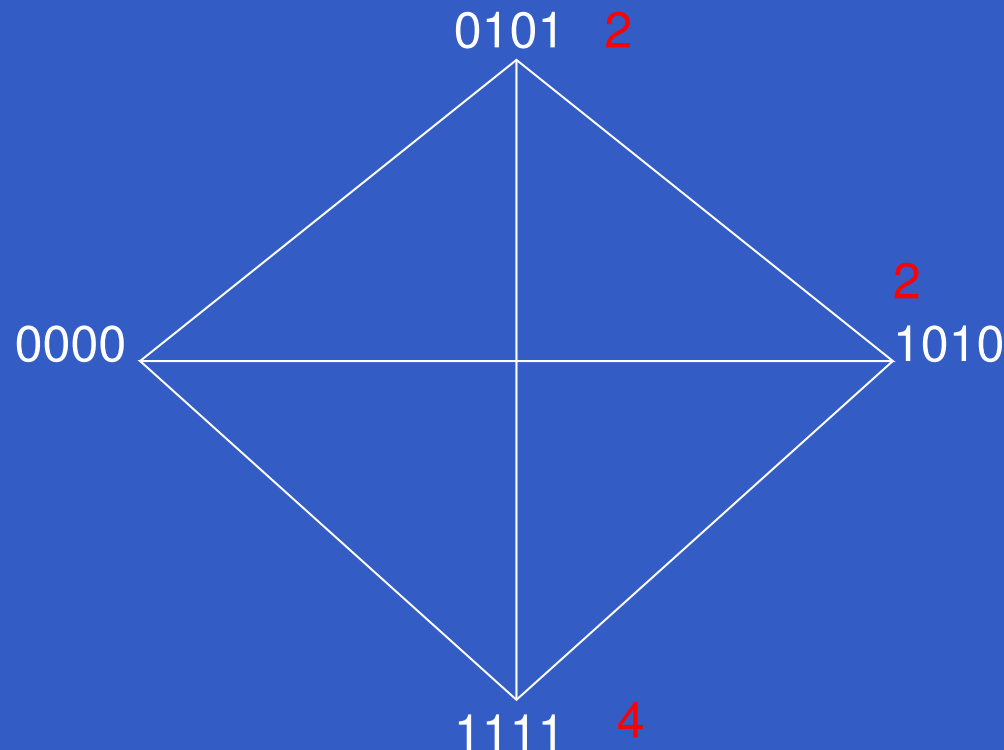


Weight Enumerator

Weight enumerator $A_C(z) := \sum A_i z^i$ where A_i is the number of codewords in C of weight i .

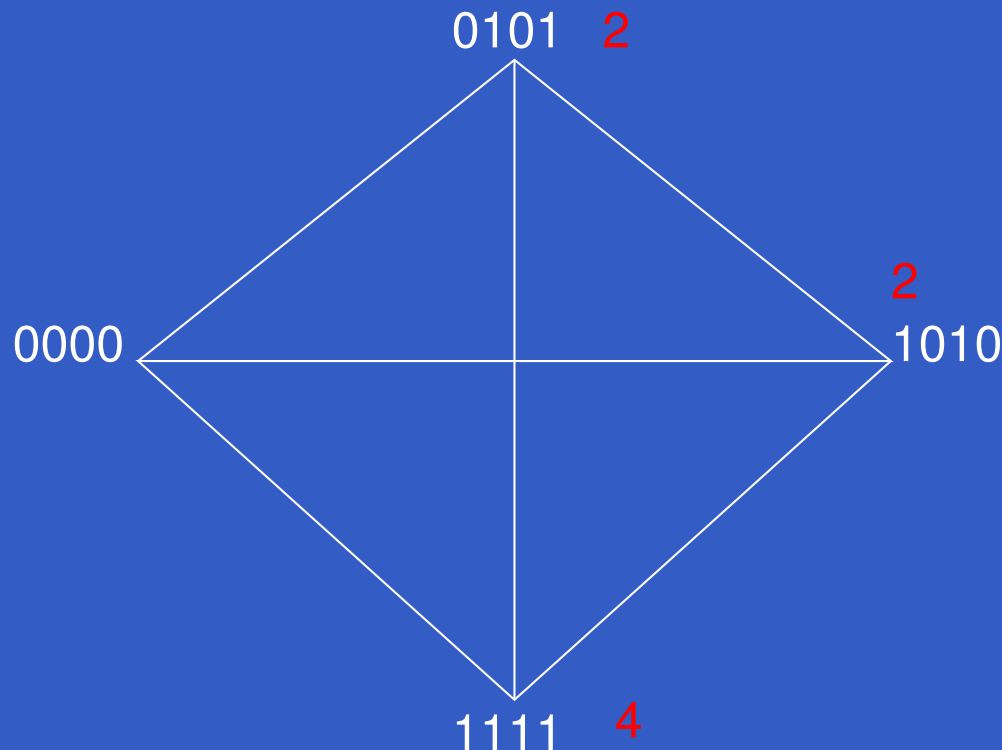
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$$A_C = z^0 + 2z^2 + z^4$$

Two-Weight Code

This is a (linear) code with only two different nonzero weights w_1 and w_2 ($w_1 < w_2$).

0	0	0	0
1	1	0	0
1	0	1	0
1	0	0	1
0	1	1	0
0	1	0	1
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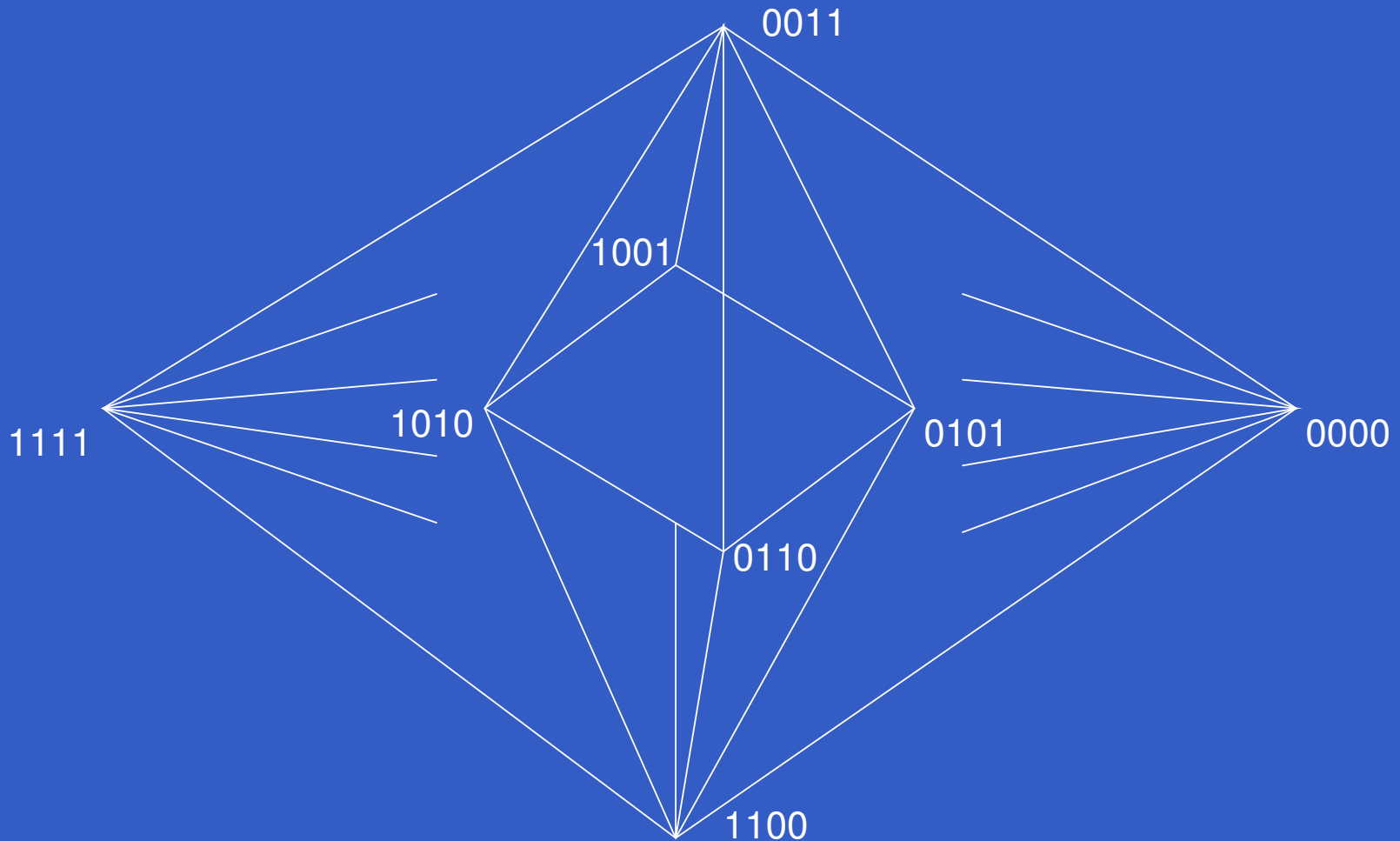
0 0 1 1

1 1 1 1

$$\Gamma = \begin{pmatrix} 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 1 \end{pmatrix} \quad A_C = z^0 + 6z^2 + z^4$$

Two-Weight Code

Visualization of a two-weight code C by a graph G_C



Graph G_C of a Two-Weight Code

Given a code C with the two nonzero weights w_1 and w_2

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vertices = codewords

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Given a code C with the two nonzero weights w_1 and w_2

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edge between x and y if $d_H(x, y) = w_1$

Properties of G_C

G_C is a **regular** graph.



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G_C is a **regular** graph.

G_C is **strongly regular** [DELSARTE], i.e. the number of common neighbors of a pair x, y of vertices depends only on the fact whether x and y are adjacent or not.

Strongly Regular Graphs

A strongly regular graph is (partially) described by four parameters (N, K, λ, μ)

$N =$ number of vertices

$K =$ degree

$\lambda =$ number of common neighbors of adjacent vertices

$\mu =$ number of common neighbors of non-adjacent vertices



Construction

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The codewords of a two-weight code have $n - w_1$ or $n - w_2$ zeros.

We have to control the number of zeros in the codewords.

Construction

A codeword c is given by a product:

$$v\Gamma = c. \quad (v \in GF(q)^k)$$

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We build a matrix M whose columns are labeled by the possible columns γ of the generator matrix. Rows are labeled by the nonzero $v \in GF(q)^k$ which give after multiplication with the generator matrix the codewords of the two-weight code.

Weight Matrix

$M =$



Weight Matrix

$$\gamma \in GF(q)^k$$



$$M =$$

$$M_{v, \gamma}$$

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Weight Matrix

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$$M = \boxed{M_{v,\gamma}} \leftarrow v \in GF(q)^k$$

$$M_{v,\gamma} = \begin{cases} 1 & v\gamma = 0 \\ 0 & v\gamma \neq 0 \end{cases}$$

Diophantine System of Equations

Now a two-weight code corresponds to a 0/1 solution $x = (x_1, \dots, x_{q^k-1})$ of the system

$$(1) \quad Mx = \begin{pmatrix} n - w_1 \text{ or } n - w_2 \\ \vdots \\ n - w_1 \text{ or } n - w_2 \end{pmatrix}$$

$$(2) \quad \sum x_i = n$$

Diophantine System of Equations

M	$w_1 - w_2$	0	...	0	0	$x =$	$n - w_1$
	0	...	0	0	0		⋮
	⋮	0	$w_1 - w_2$	0	⋮		⋮
	0	0	0	...	0		⋮
	0	0	...	0	$w_1 - w_2$		$n - w_1$
$1 \dots 1$	0	...	1	0	...	0	n

Diophantine System of Equations

$$\begin{array}{c|cccccc}
 & w_1 - w_2 & 0 & \dots & 0 & 0 \\
 \hline
 M & 0 & \ddots & 0 & 0 & 0 \\
 & \vdots & 0 & w_1 - w_2 & 0 & \vdots \\
 & 0 & 0 & 0 & \ddots & 0 \\
 & 0 & 0 & \dots & 0 & w_1 - w_2 \\
 \hline
 1 \dots 1 & 0 & \dots & 1 & 0 & \dots & 0
 \end{array}
 \quad x = \begin{array}{c}
 n - w_1 \\
 \vdots \\
 \vdots \\
 n - w_1 \\
 \hline
 n
 \end{array}$$

To solve this system we use an LLL-variant of A. Wassermann.

Diophantine System of Equations

We are interested in a 0/1 solution $x = (x_1, \dots, x_{q^k-1}, \dots, x_{2(q^k-1)})$ of the system.

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The first half $x = (x_1, \dots, x_{q^k-1})$ of a solution corresponds via selection of columns of the generator matrix to an $[n, k; q]$ two-weight code with weights w_1 and w_2 .

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The first half $x = (x_1, \dots, x_{q^k-1})$ of a solution corresponds via selection of columns of the generator matrix to an $[n, k; q]$ two-weight code with weights w_1 and w_2 .

The second half $x = (x_{q^k}, \dots, x_{2(q^k-1)})$ contains the information on the weight enumerator.

Projective Geometry

As we are computing scalar products, the 0/nonzero property is invariant under scalar multiplication, so we can label rows and columns by 1–dimensional subspaces of $GF(q)^k$.

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M is after this reduction the incidence matrix between the 1–dimensional subspaces and the $(k - 1)$ – dimensional subspaces of $GF(q)^k$.

3 Different Languages

We can study the same object in 3 different settings:

- Two-Weight Codes
- Strongly Regular Graphs
- Point-Sets in the Projective Geometry

Automorphisms

We further reduce the size of the system by prescribing a group of automorphisms, this method corresponds to choosing complete orbits of subgroups of $PGL(k, q)$ on the 1-dimensional subspaces as possible columns of the generator matrix.

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This further reduces the number of columns, in our system of equations, as the dimension is now the number of orbits.

Reduction

The defining property of the incidence matrix

$$M_{U,V} = 1 \iff U \leq V$$

is invariant under the automorphisms.

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This also reduces the number of rows in the same way, the height is also the number of orbits.

Example

We computed a new $[738, 8; 3]$ two-weight code with nonzero weights 486 and 513.

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$$6560 \rightarrow 3280 \rightarrow$$

$$\begin{pmatrix} 1 & 0 & 1 & 1 & 1 & 1 & 2 & 0 \\ 1 & 2 & 2 & 1 & 2 & 1 & 0 & 0 \\ 2 & 0 & 0 & 1 & 1 & 2 & 2 & 1 \\ 2 & 1 & 2 & 2 & 0 & 2 & 2 & 0 \\ 1 & 2 & 1 & 1 & 2 & 1 & 1 & 0 \\ 0 & 2 & 2 & 2 & 0 & 2 & 1 & 1 \\ 1 & 1 & 1 & 2 & 2 & 2 & 0 & 2 \\ 0 & 2 & 0 & 2 & 0 & 2 & 2 & 0 \end{pmatrix}$$

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$$6560 \rightarrow 3280 \rightarrow 40 \text{ orbits}$$

Searching for Groups

We use different subgroups of $PGL(k, q)$.

- random cyclic generator (like above example)
- Permutation groups
- Blockdiagonal
- Monomial

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Limits on orbit sizes, number of orbits,

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Among these there are also distance-optimal codes.

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Some new two-weight codes

two-weight code					strongly regular graph			
n	k	q	w_1	w_2	N	K	λ	μ
140	6	3	90	99	729	280	103	110
198*	10	2	96	112	1024	198	22	42
...								

Last Page

Thank you very much for your attention.

- A. Kohnert: Construction of Two-Weight Codes, in preparation
- M. Braun, A. Kohnert, A. Wassermann: Optimal Linear Codes From Matrix Groups, IEEE Information Theory, 2005

Last Page

Thank you very much for your attention.

- list of new codes including generator matrix and weight enumerator:
<http://linearcodes.uni-bayreuth.de>
- A. E. Brouwer has a list (not online) of known parameters:
<http://www.win.tue.nl/~aeb/>