

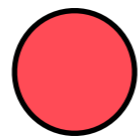
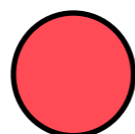
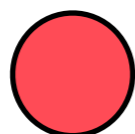
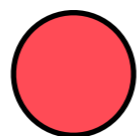
Studies of Combinatorial Extremal Problems Using High Performance Computing

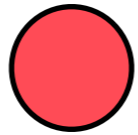
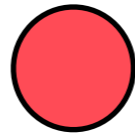
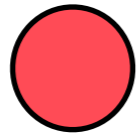
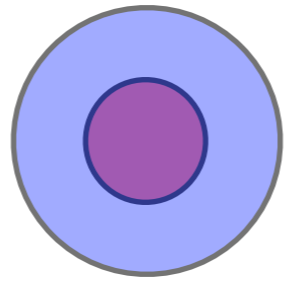
Klas Markström

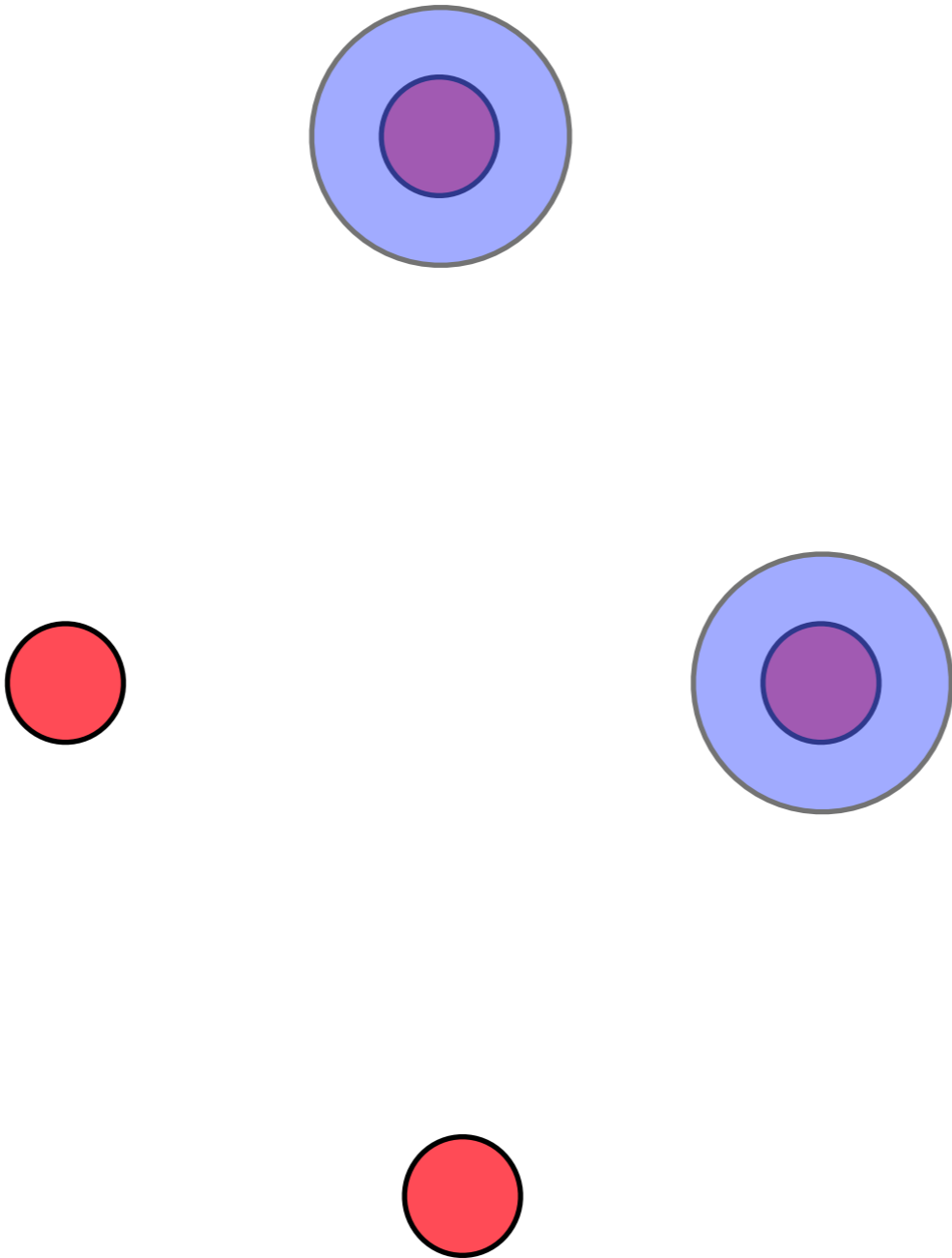


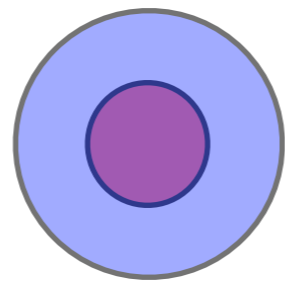
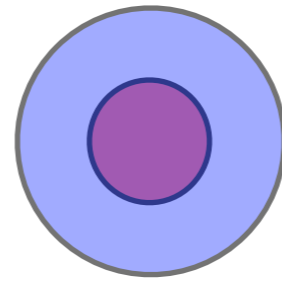
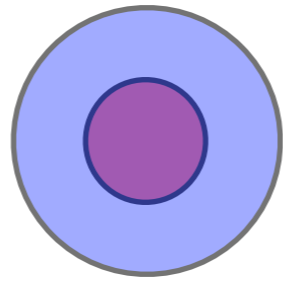
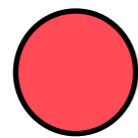
- Covering designs are used in testing and statistics
- The aim is to cover a set of objects as efficiently as possible
- We might want to cover either single objects or combinations of them
- In general, we have n objects and want to cover every t -tuple, using k objects at a time

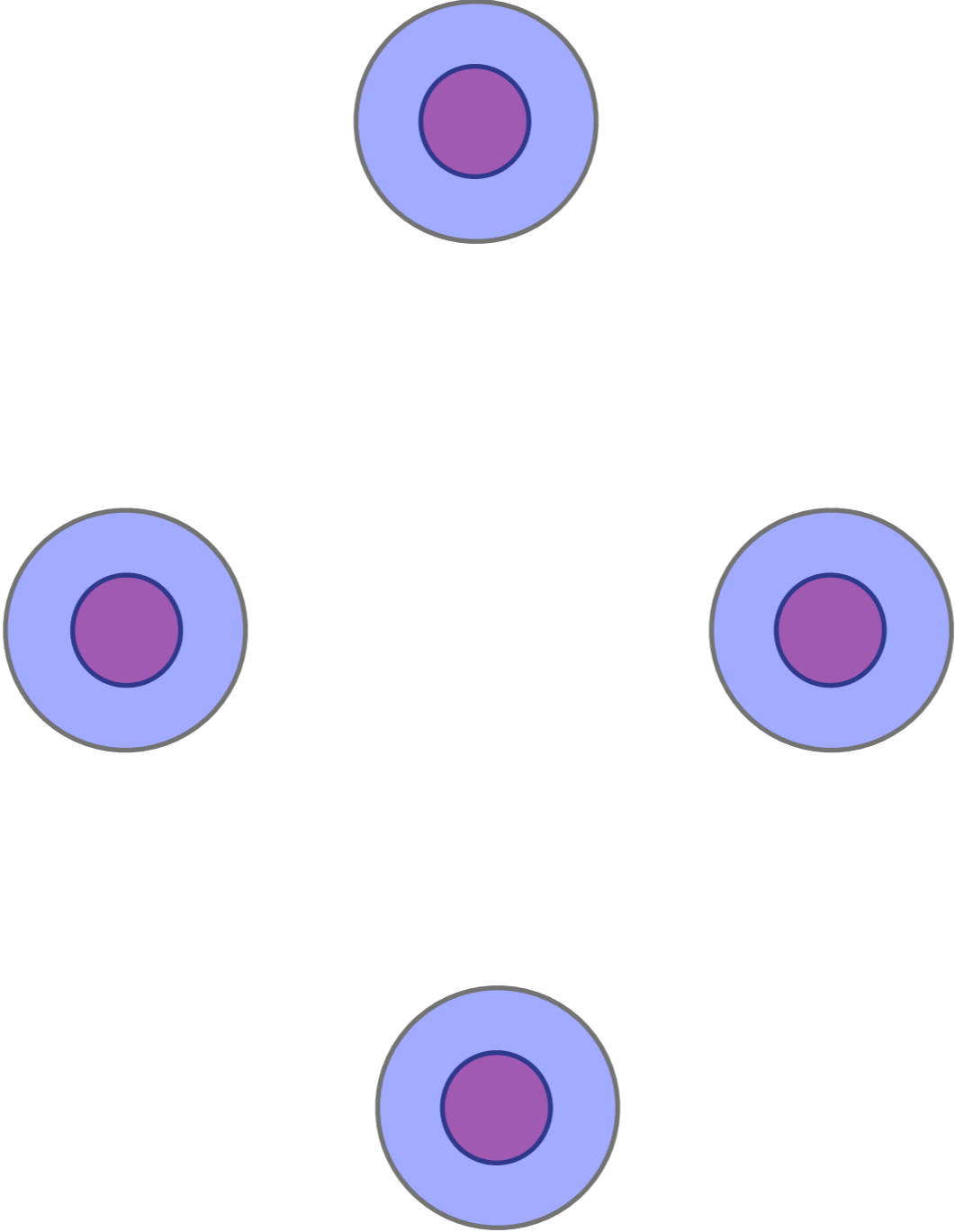
$n=4, t=1, k=1$



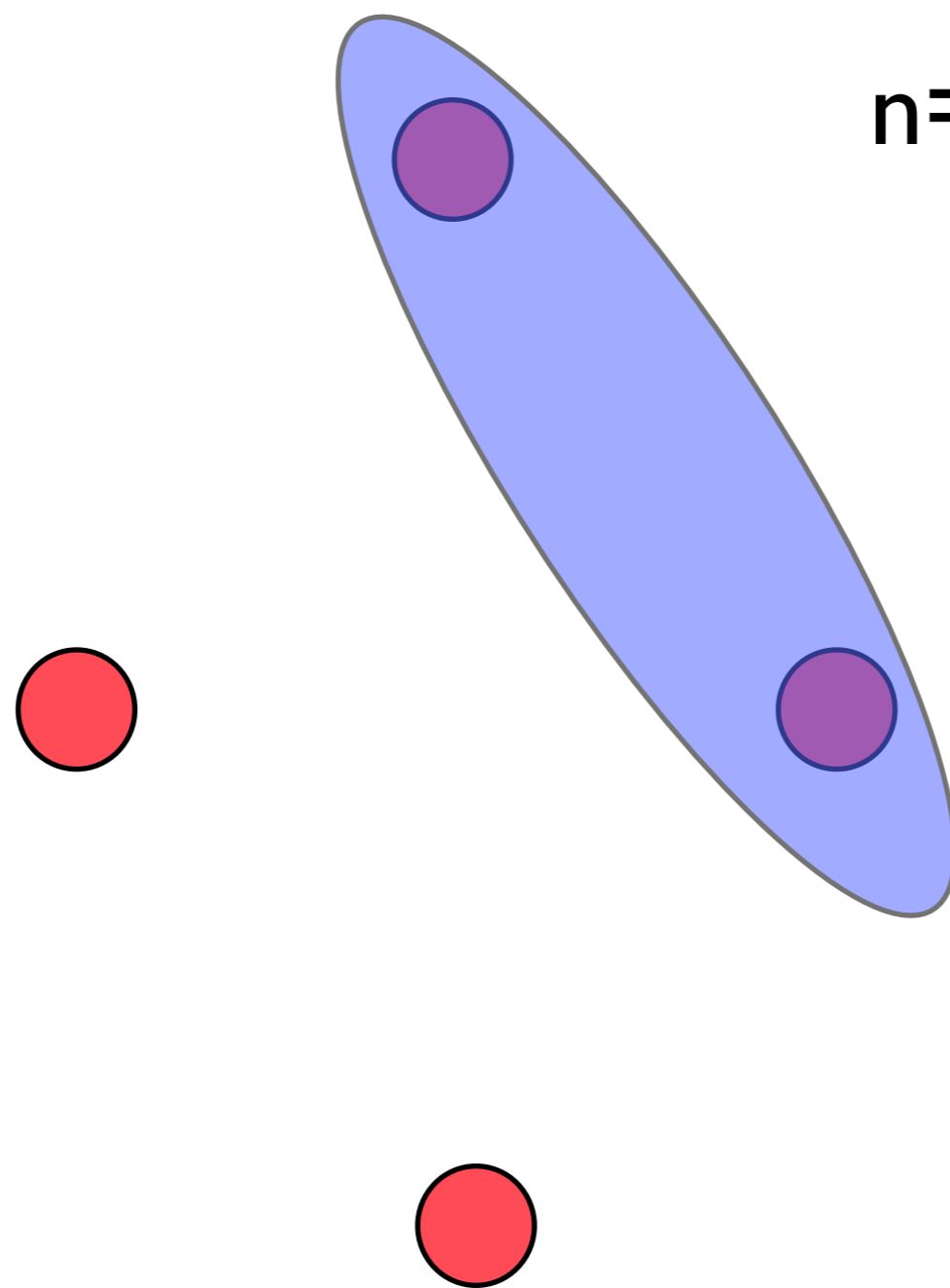


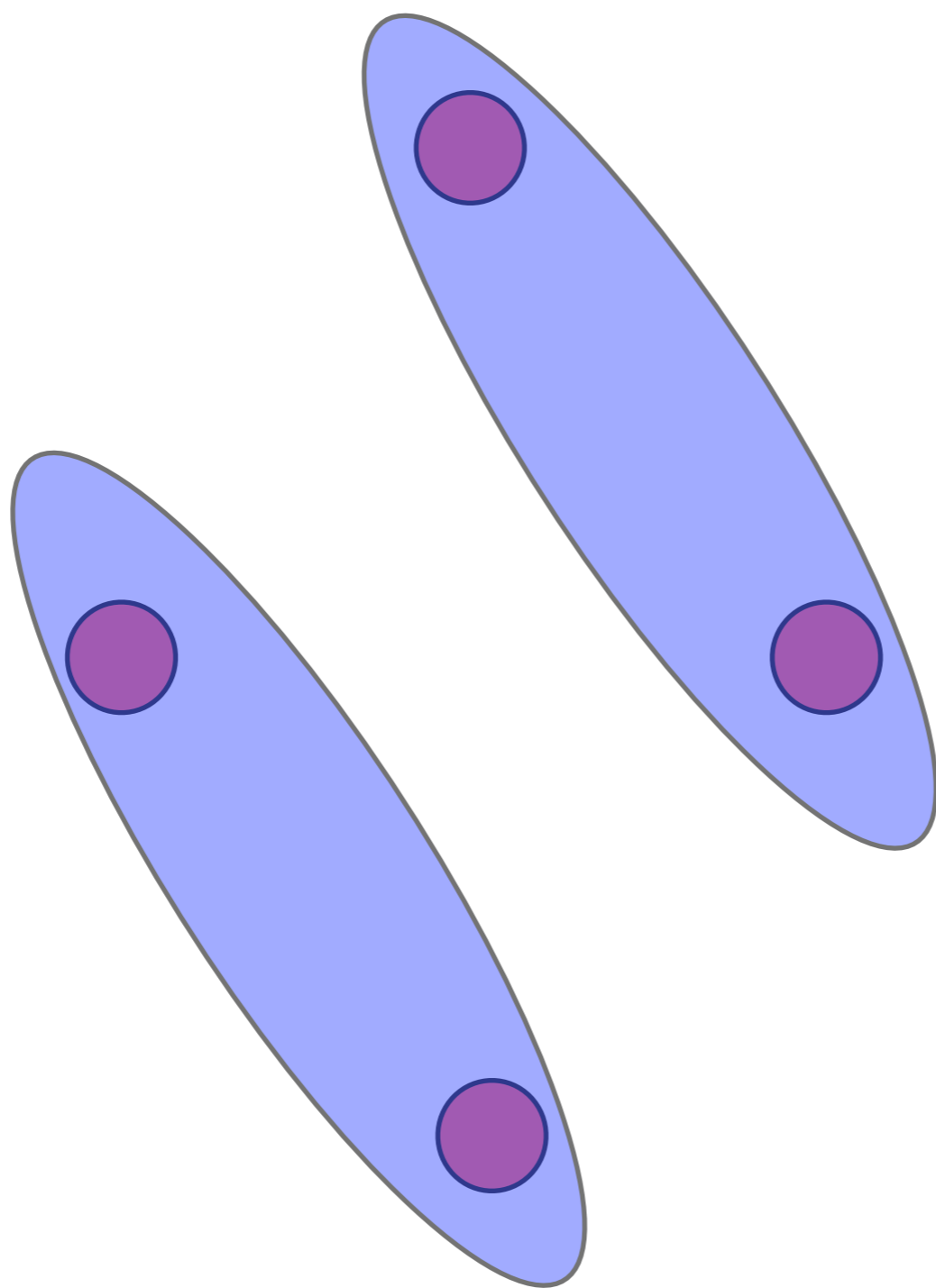




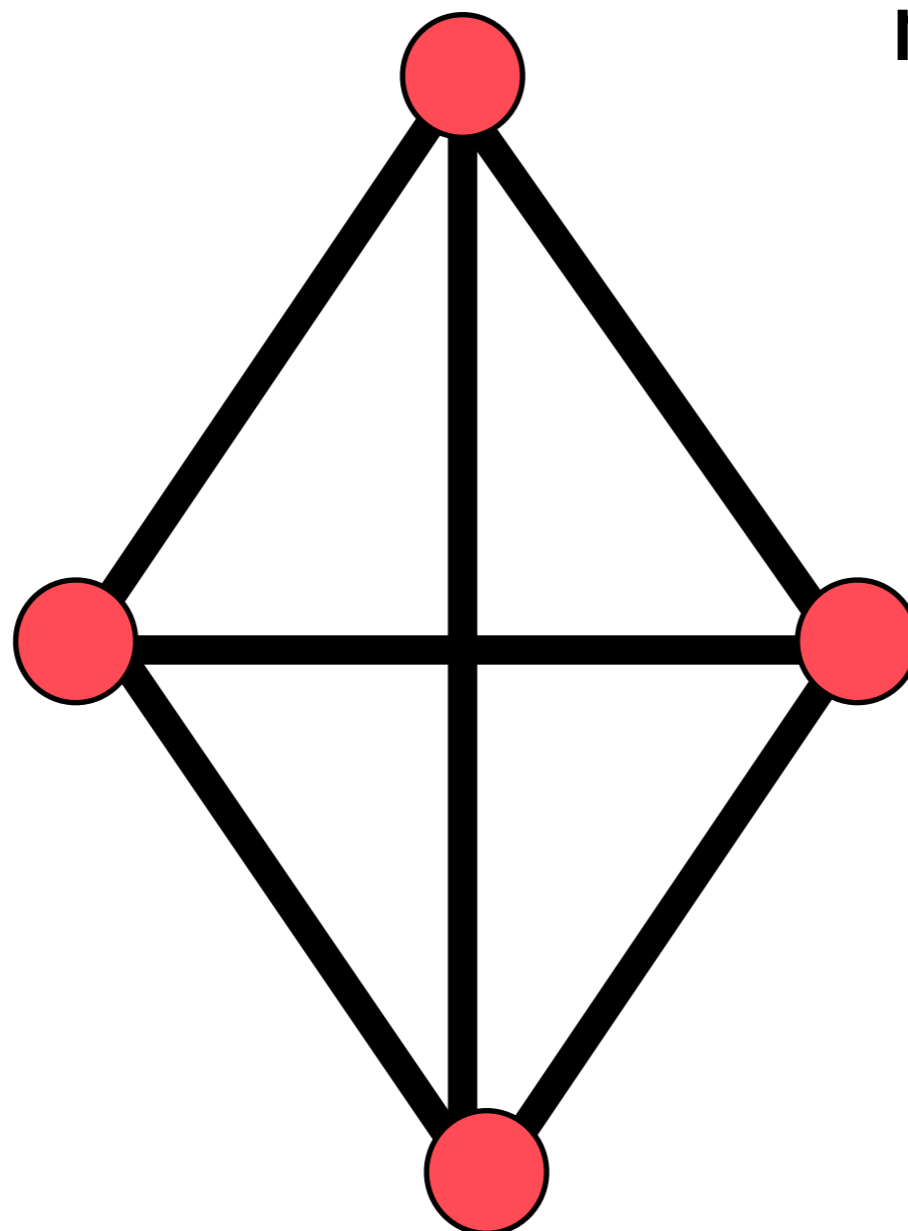


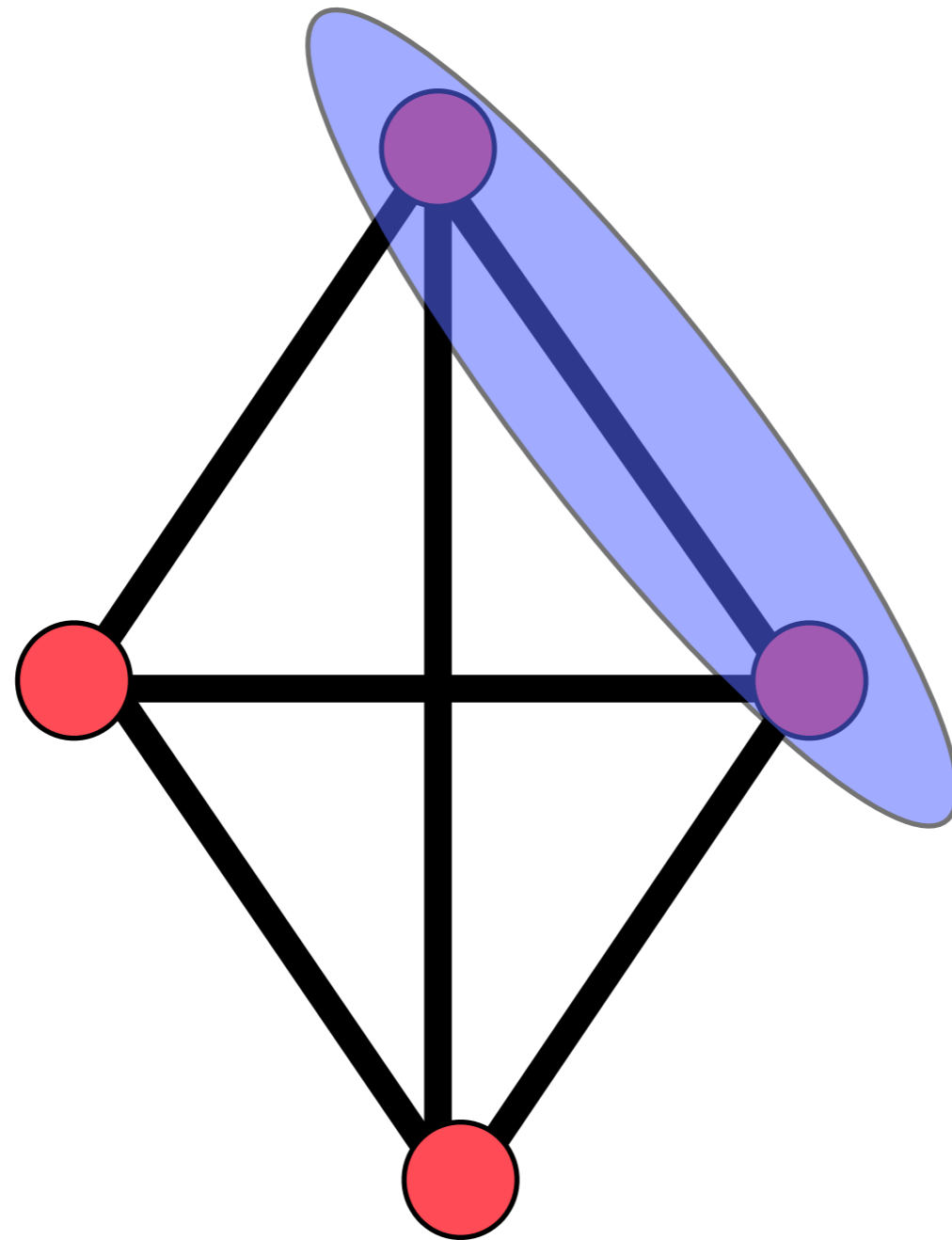
$n=4, t=1, k=2$

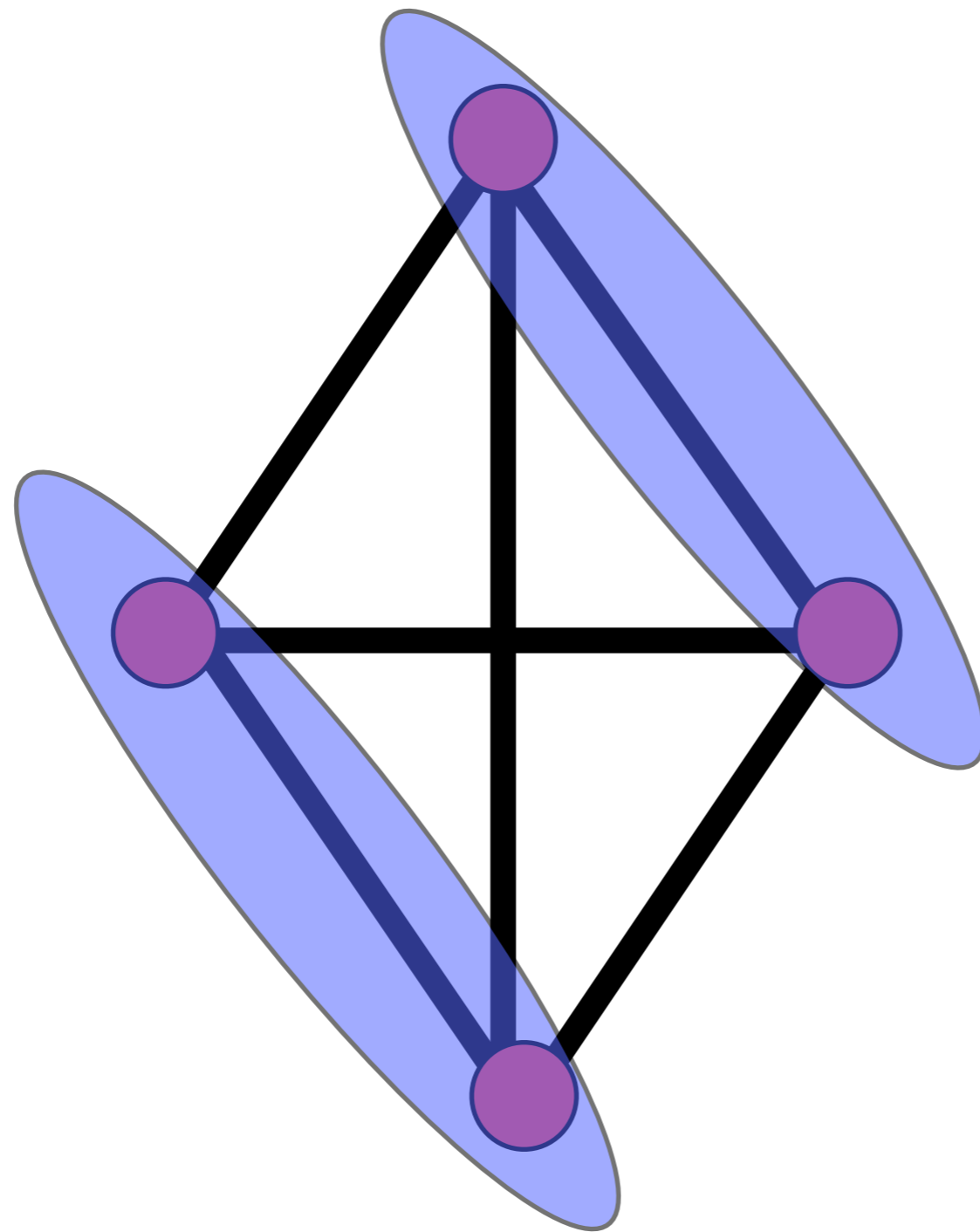


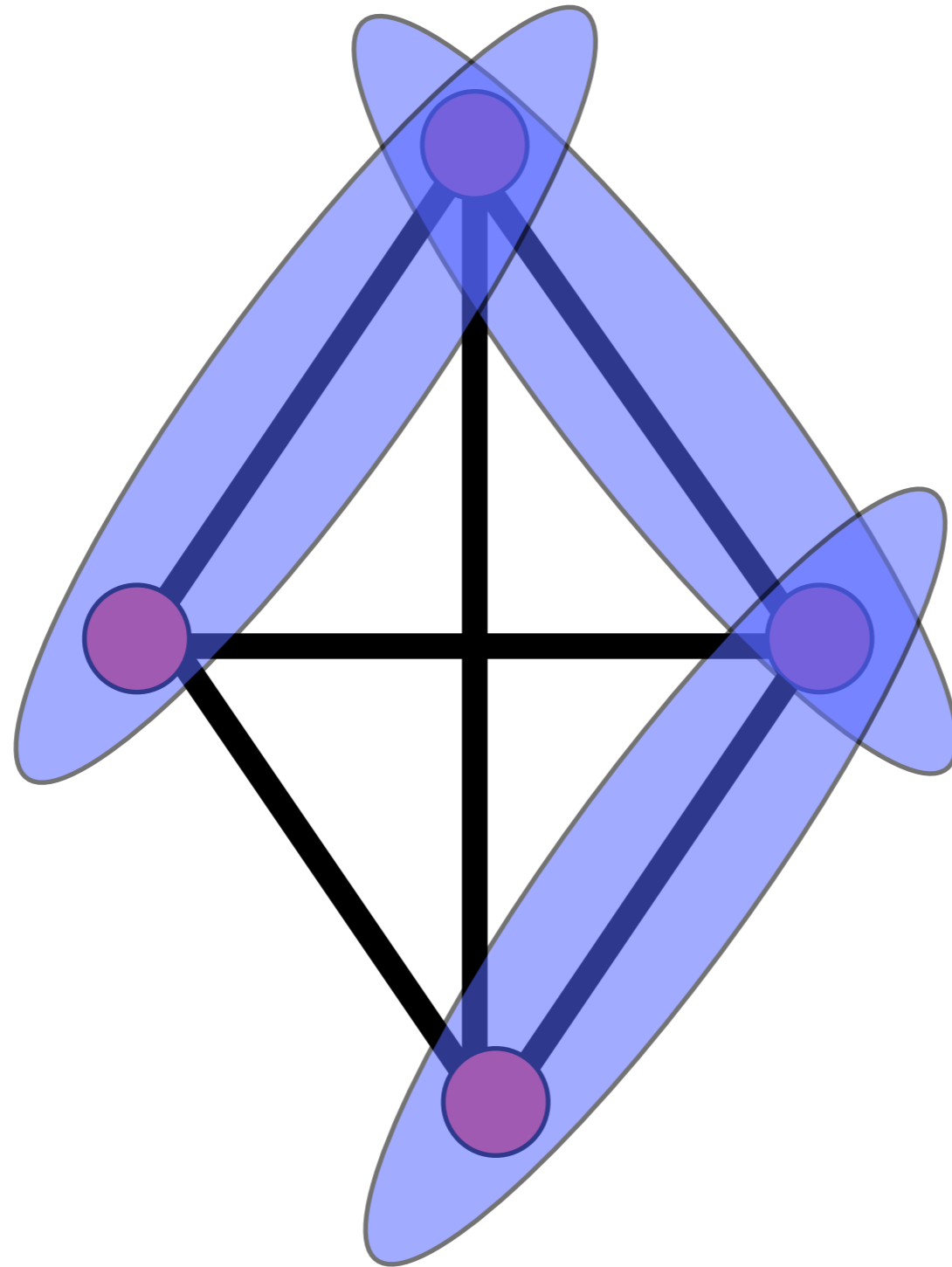


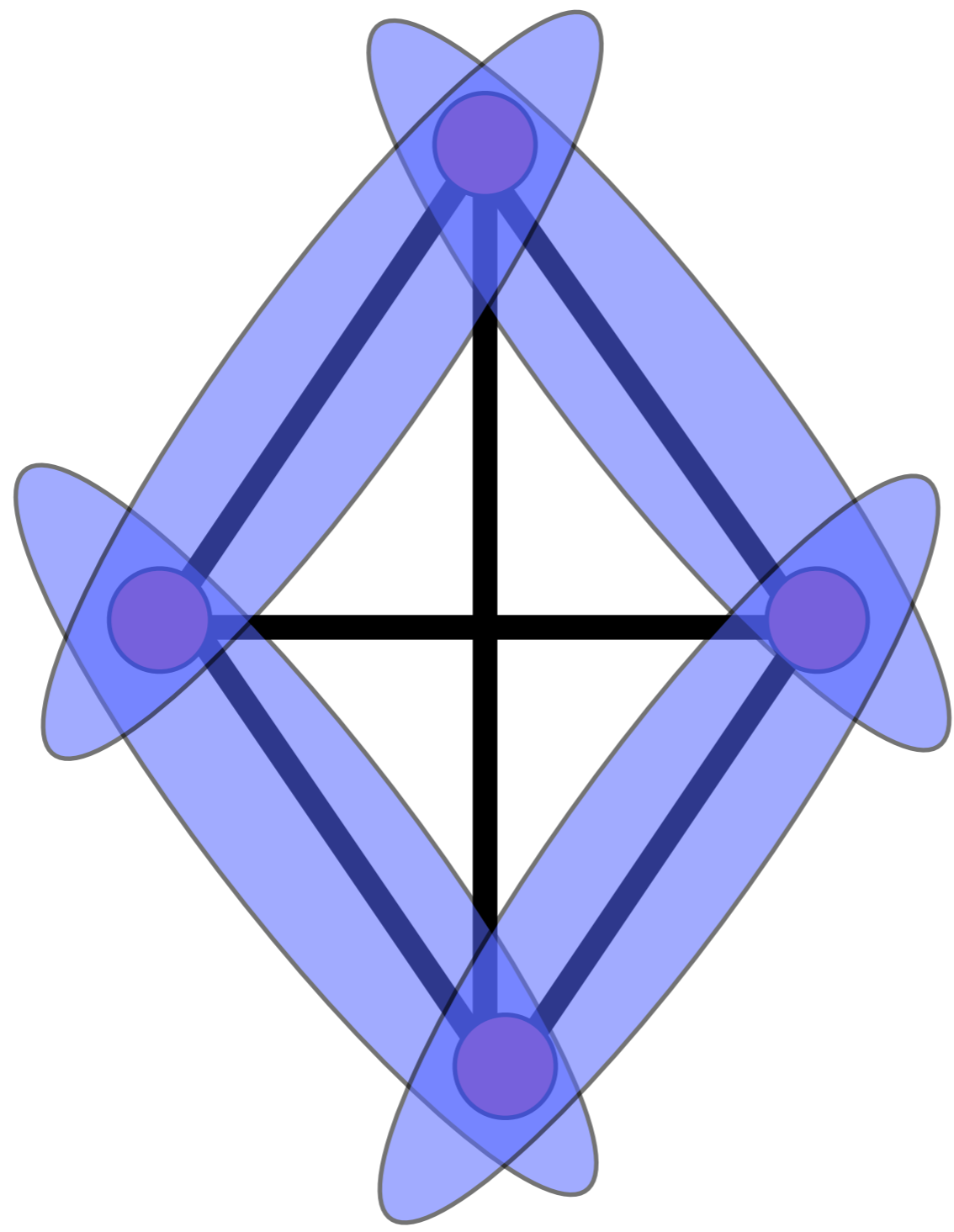
$n=4, t=2, k=2$

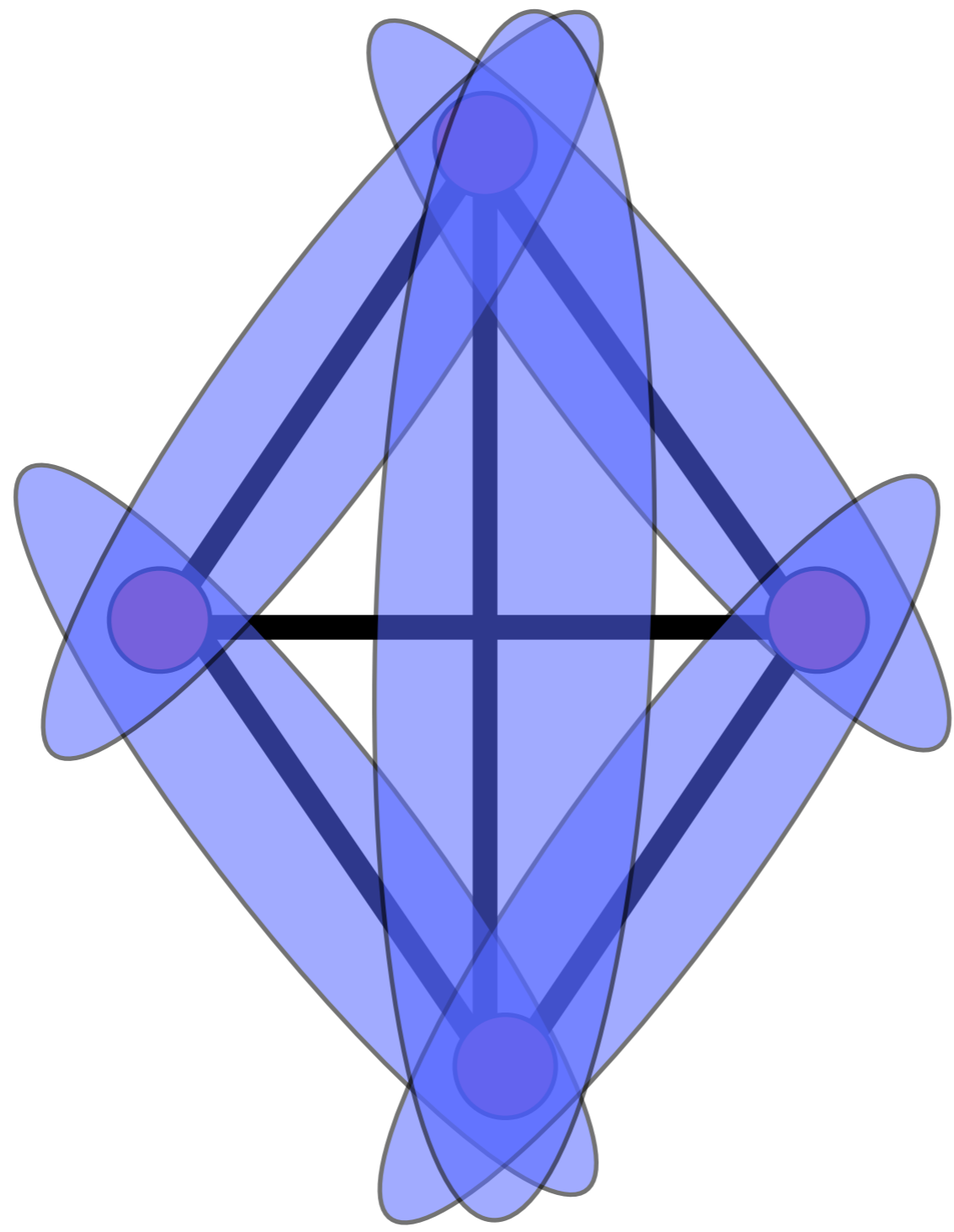


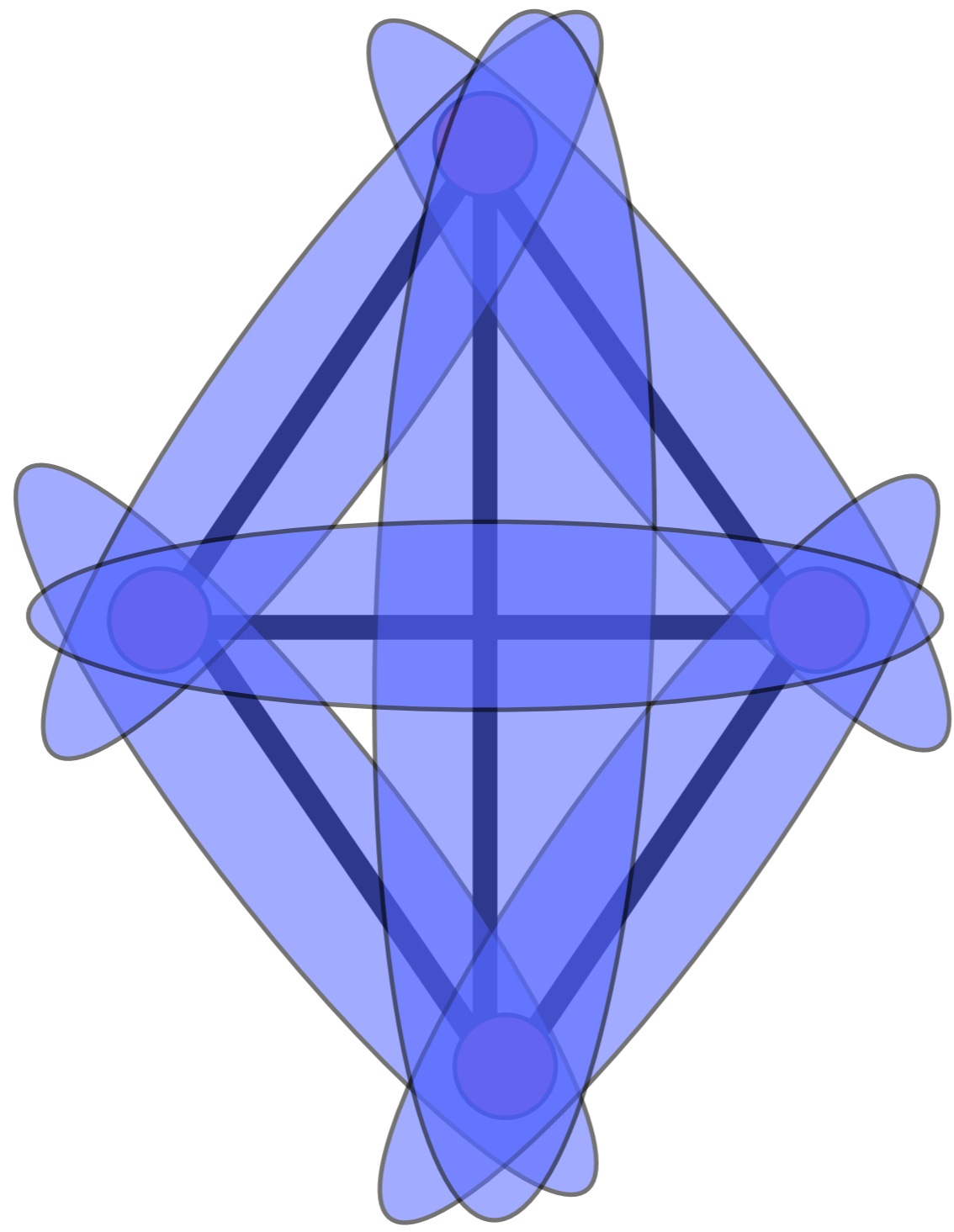




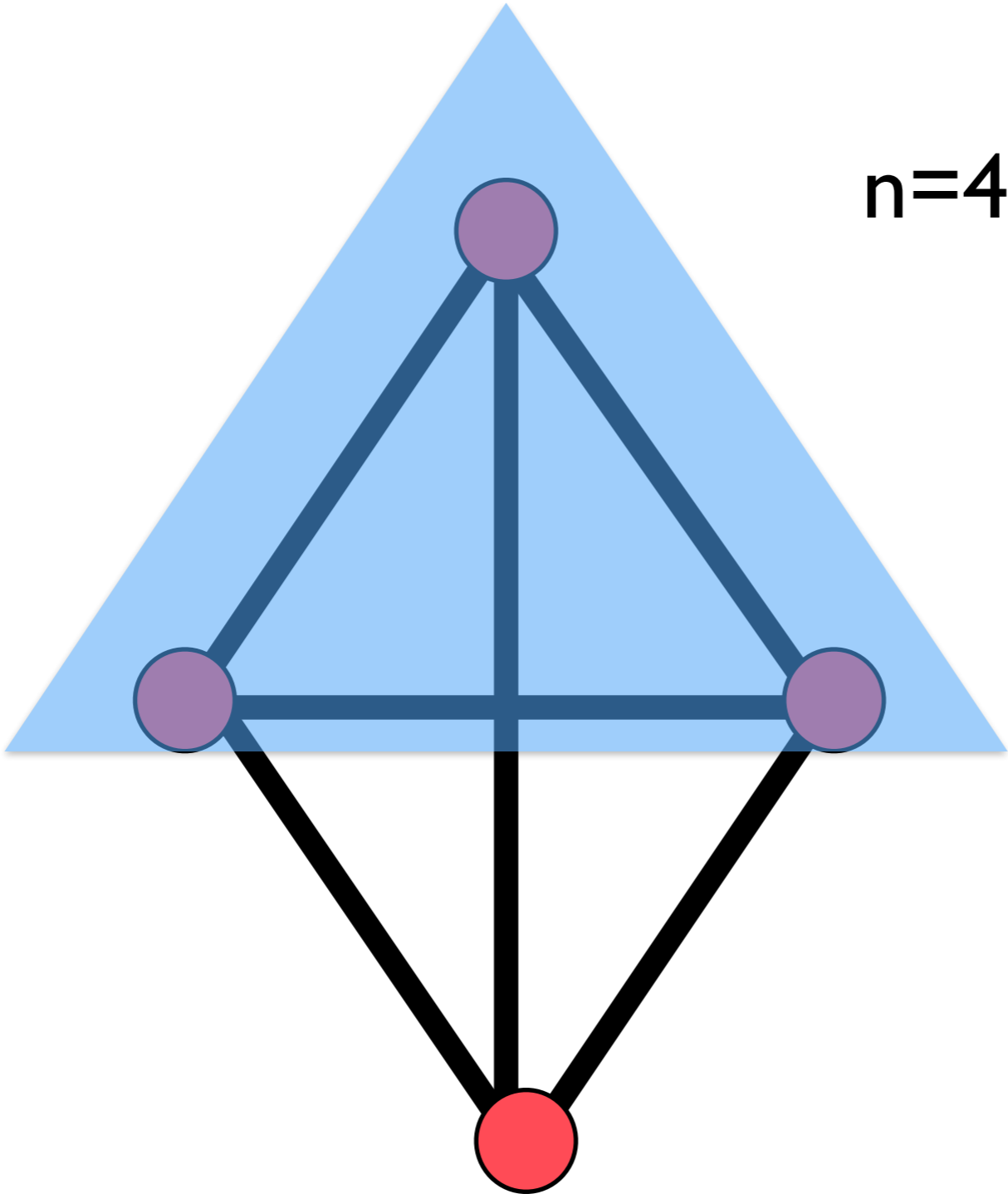


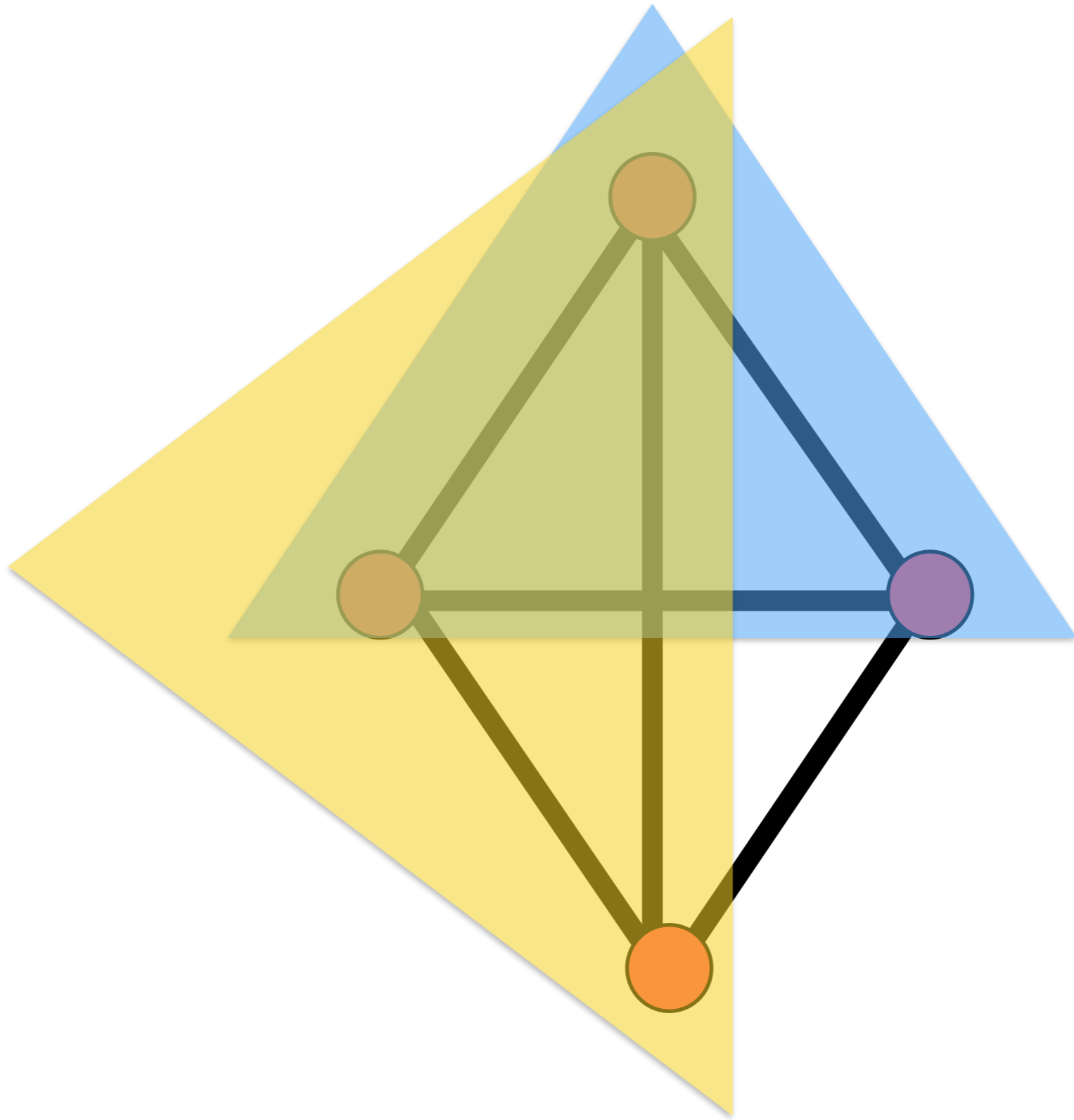


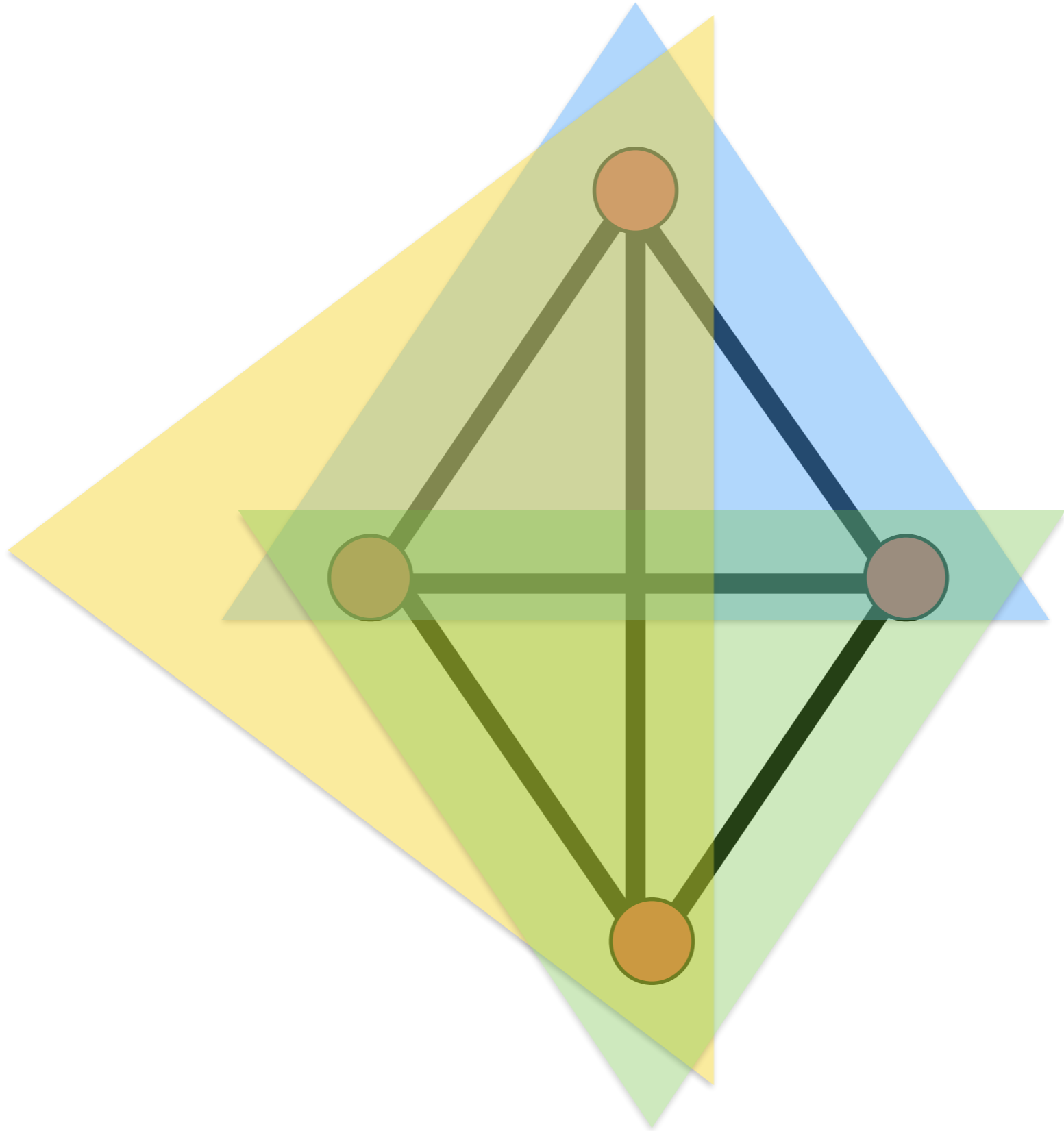




$n=4, t=2, k=3$







How can we find good/optimal covering designs?

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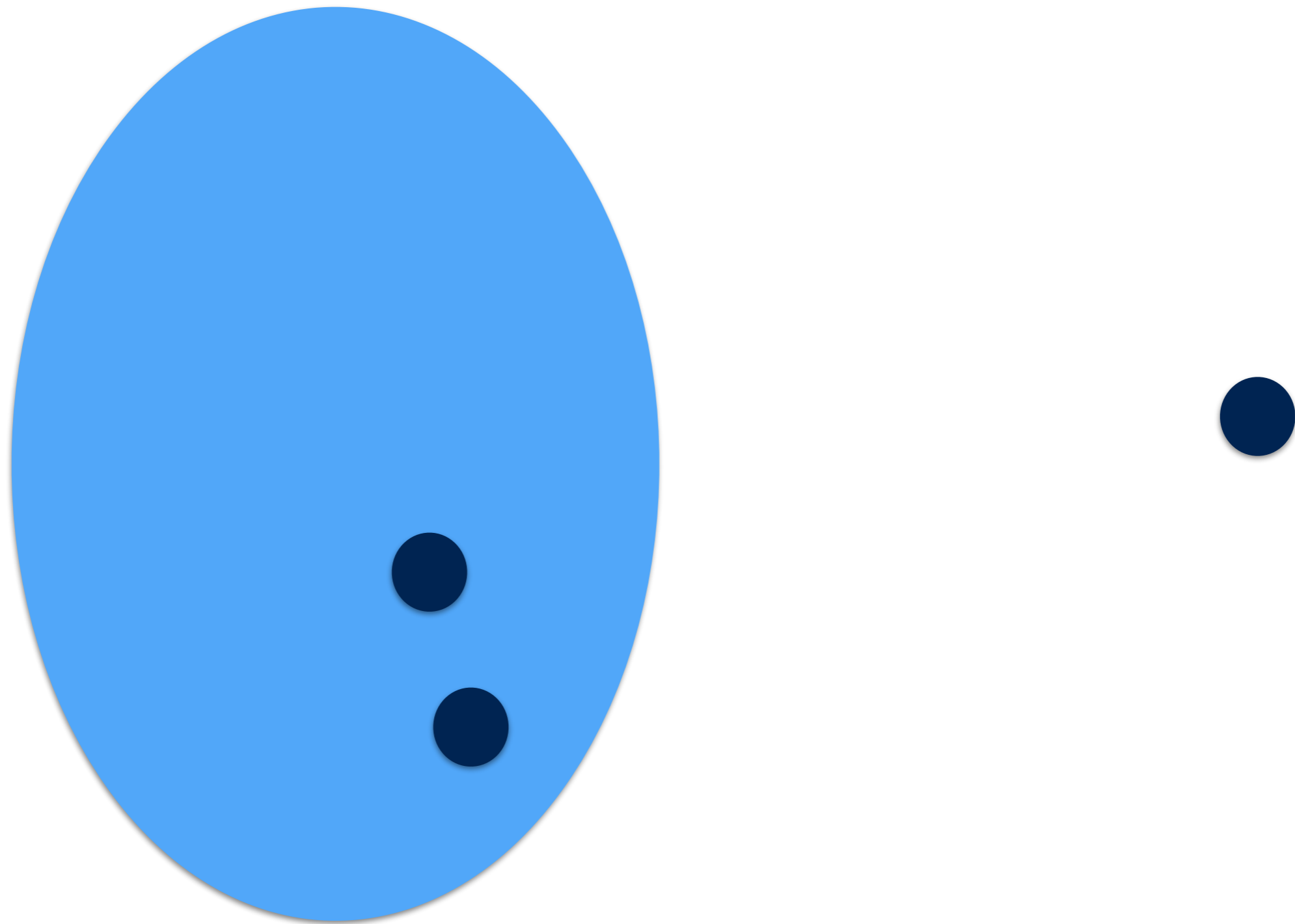
You have to be careful!

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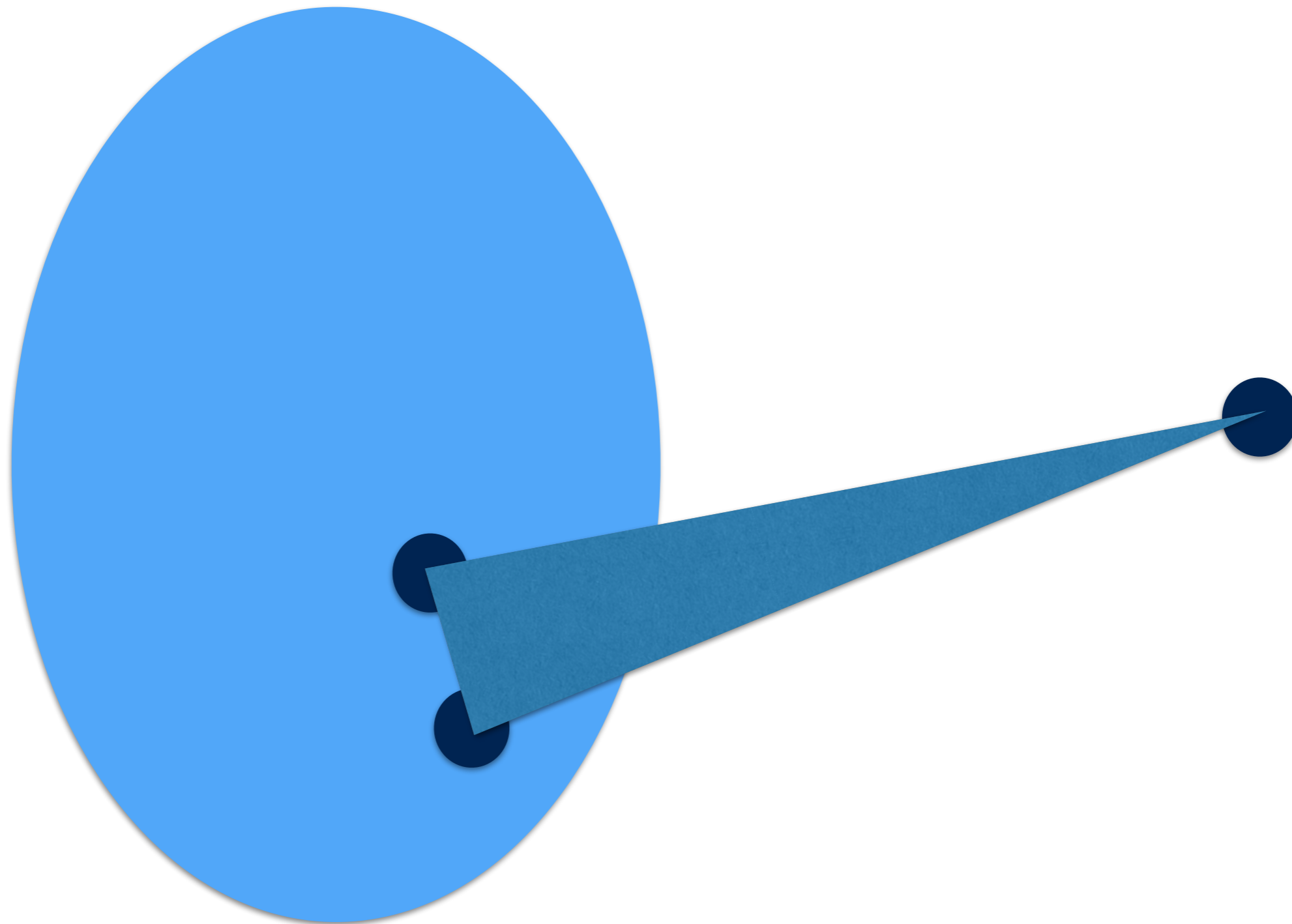
You have to be careful!

There are 11,084,874,829 optimal designs
with $n=19$, $t=2$, $k=3$

A seed with $n-1$ objects



A seed with $n-1$ objects



- For each seed, create a linear program
- Find all integer solutions to the linear programs
- Reduce the set of all solutions to nonequivalent ones
- Repeat the process for near-optimal solutions

- Using this process we have found all designs, with all parameters up to $n=10$ objects
- Up to $n=12$ we have the optimal designs for most parameters

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- Up to $n=12$ we have the optimal designs for most parameters
- Some parameters complete up to $n=20$
- Some parameter combinations up to $n=26$

- All resulting designs can be downloaded freely
- About 4-5000 downloads per year since 2009
- Users include private individuals, university researchers, private companies, government organisations, European Medicines Agency

We also have a similar archive for double-covering designs.

In order to cover everything twice one can of course use two covering designs, but this is often very inefficient

We investigate other extremal problems as well.

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- Asymptotics for designs, using semidefinite programming
- Snark graphs. Gave counterexamples to several mathematical conjectures
- Enumeration problems with connection to matrix permanents
- Voting systems which minimize the risk for inconsistencies