

BLT-sets of $Q(4, 13)$

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Plane invariant is

$$[14]$$

$$\frac{\rightarrow \mid 1_1}{14_0 \mid 1} \quad \frac{\downarrow \mid 1_1}{14_0 \mid 14}$$

$$C_0 = \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13\}_{14}$$

$$C_1 = \{0\}_1$$

$$\frac{\rightarrow \mid 1_1}{14_0 \mid 1}$$

$$\frac{\downarrow \mid 1_1}{14_0 \mid 14}$$

$$C_0 = \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13\}_{14}$$

$$C_1 = \{0\}_1$$

Column cell 1:

Order of the group that is induced on the object is 2184

Number of ancestors on 5-sets is 3.

Number of orbits on 5-sets is 3.

With 1 orbits on the object

Orbit lengths: 14

The points by ranks:

i	Rank	i	Rank	i	Rank	i	Rank
0	0	4	66	8	68	12	74
1	1	5	70	9	69	13	75
2	64	6	72	10	71		
3	65	7	67	11	73		

The points:

$$P_0 = (0, 1, 0, 0, 0)P_1 = (0, 0, 1, 0, 0)P_2 = (0, 1, 6, 12, 6)P_3 = (0, 1, 8, 6, 3)$$

$$P_4 = (0, 1, 5, 4, 2)P_5 = (0, 1, 11, 11, 12)P_6 = (0, 1, 2, 10, 5)P_7 = (0, 1, 2, 3, 8)$$

$$P_8 = (0, 1, 7, 5, 9)P_9 = (0, 1, 11, 2, 1)P_{10} = (0, 1, 7, 8, 4)P_{11} = (0, 1, 5, 9, 11)$$

$$P_{12} = (0, 1, 8, 7, 10)P_{13} = (0, 1, 6, 1, 7)$$

Stabilizer of order 61152 is generated by:

$$g_1 = \begin{bmatrix} 7 & 0 & 0 & 0 & 0 \\ 0 & 6 & 0 & 0 & 0 \\ 0 & 0 & 6 & 0 & 0 \\ 0 & 0 & 0 & 6 & 0 \\ 0 & 0 & 0 & 0 & 6 \end{bmatrix}$$

with 196 fixed points

$$g_2 = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 6 & 0 & 0 & 0 \\ 0 & 0 & 11 & 0 & 0 \\ 0 & 0 & 0 & 12 & 0 \\ 0 & 0 & 0 & 0 & 12 \end{bmatrix}$$

with 4 fixed points

$$g_3 = \begin{bmatrix} 9 & 0 & 0 & 12 & 7 \\ 0 & 10 & 0 & 0 & 0 \\ 0 & 0 & 10 & 0 & 0 \\ 10 & 0 & 0 & 7 & 8 \\ 6 & 0 & 0 & 6 & 7 \end{bmatrix}$$

with 170 fixed points

$$g_4 = \begin{bmatrix} 1 & 0 & 0 & 3 & 5 \\ 0 & 4 & 0 & 0 & 0 \\ 0 & 0 & 4 & 0 & 0 \\ 4 & 0 & 0 & 9 & 4 \\ 5 & 0 & 0 & 3 & 9 \end{bmatrix}$$

with 14 fixed points

$$g_5 = \begin{bmatrix} 3 & 0 & 0 & 7 & 3 \\ 0 & 2 & 0 & 0 & 0 \\ 0 & 3 & 2 & 12 & 6 \\ 5 & 6 & 0 & 7 & 2 \\ 3 & 12 & 0 & 8 & 7 \end{bmatrix}$$

with 2 fixed points

$$g_6 = \begin{bmatrix} 11 & 0 & 0 & 9 & 2 \\ 0 & 10 & 8 & 3 & 8 \\ 0 & 11 & 10 & 1 & 7 \\ 1 & 7 & 8 & 12 & 5 \\ 11 & 1 & 3 & 7 & 12 \end{bmatrix}$$

with 14 fixed points

3.2 Isomorphism Type 1

Stabilizer has order 392

Plane intersection type is $7^2 3^{294}$

Plane invariant is

$$\begin{bmatrix} 7 & 0 \\ 0 & 7 \end{bmatrix}$$

$$\begin{array}{c|c} \rightarrow & 2_1 \\ \hline 14_0 & 1 \end{array} \quad \begin{array}{c|c} \downarrow & 2_1 \\ \hline 14_0 & 7 \end{array}$$

$$C_0 = \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13\}_{14}$$

$$C_1 = \{0, 1\}_2$$

$$\begin{array}{c|c} \rightarrow & 2_1 \\ \hline 14_0 & 1 \end{array}$$

$$\begin{array}{c|c} \downarrow & 2_1 \\ \hline 14_0 & 7 \end{array}$$

$$C_0 = \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13\}_{14}$$

$$C_1 = \{0, 1\}_2$$

Column cell 1:

Order of the group that is induced on the object is 392

Number of ancestors on 5-sets is 19.

Number of orbits on 5-sets is 19.

With 1 orbits on the object

Orbit lengths: 14

The points by ranks:

i	Rank	i	Rank	i	Rank	i	Rank
0	0	4	66	8	1604	12	2190
1	1	5	70	9	1398	13	1130
2	64	6	72	10	1773		
3	65	7	1076	11	1641		

The points:

$$\begin{aligned}
P_0 &= (0, 1, 0, 0, 0) P_1 = (0, 0, 1, 0, 0) P_2 = (0, 1, 6, 12, 6) P_3 = (0, 1, 8, 6, 3) \\
P_4 &= (0, 1, 5, 4, 2) P_5 = (0, 1, 11, 11, 12) P_6 = (0, 1, 2, 10, 5) P_7 = (1, 10, 8, 4, 9) \\
P_8 &= (1, 10, 8, 5, 2) P_9 = (1, 8, 9, 12, 8) P_{10} = (1, 4, 11, 4, 5) P_{11} = (1, 4, 11, 10, 2) \\
P_{12} &= (1, 8, 9, 3, 6) P_{13} = (1, 1, 6, 5, 9)
\end{aligned}$$

Stabilizer of order 392 is generated by:

$$g_1 = \begin{bmatrix} 9 & 0 & 0 & 1 & 6 \\ 0 & 10 & 0 & 0 & 0 \\ 0 & 0 & 10 & 0 & 0 \\ 3 & 0 & 0 & 7 & 8 \\ 7 & 0 & 0 & 6 & 7 \end{bmatrix}$$

with 170 fixed points

$$g_2 = \begin{bmatrix} 1 & 0 & 0 & 6 & 10 \\ 0 & 10 & 0 & 0 & 0 \\ 0 & 0 & 10 & 0 & 0 \\ 5 & 0 & 0 & 11 & 6 \\ 3 & 0 & 0 & 11 & 11 \end{bmatrix}$$

with 170 fixed points

$$g_3 = \begin{bmatrix} 6 & 0 & 0 & 12 & 7 \\ 0 & 9 & 0 & 0 & 0 \\ 0 & 7 & 9 & 2 & 1 \\ 10 & 1 & 0 & 12 & 9 \\ 6 & 2 & 0 & 10 & 12 \end{bmatrix}$$

with 16 fixed points

$$g_4 = \begin{bmatrix} 9 & 0 & 0 & 8 & 9 \\ 0 & 6 & 10 & 7 & 10 \\ 0 & 4 & 6 & 11 & 12 \\ 2 & 12 & 10 & 2 & 3 \\ 9 & 11 & 7 & 12 & 2 \end{bmatrix}$$

with 2 fixed points

$$g_5 = \begin{bmatrix} 0 & 6 & 4 & 5 & 9 \\ 2 & 7 & 3 & 8 & 5 \\ 8 & 12 & 7 & 5 & 12 \\ 8 & 2 & 5 & 6 & 5 \\ 3 & 12 & 8 & 8 & 8 \end{bmatrix}$$

with 2 fixed points

3.3 Isomorphism Type 2

Stabilizer has order 48

Plane intersection type is $4^{24} 3^{268}$

Plane invariant is too big (24 planes)

\rightarrow	18_1	6_3	\downarrow	18_1	6_3
12_0	6	1	12_0	4	2
2_2	0	6	2_2	0	2

$$\begin{aligned}
C_0 &= \{1, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13\}_{12} \\
C_1 &= \{0, 1, 2, 3, 4, 6, 7, 8, 9, 10, 11, 12, 13, 14, 16, 17, 19, 22\}_{18} \\
C_2 &= \{0, 2\}_2 \\
C_3 &= \{5, 15, 18, 20, 21, 23\}_6
\end{aligned}$$

$$\begin{array}{c|cc}
\rightarrow & 18_1 & 6_3 \\
\hline
12_0 & 6 & 1 \\
2_2 & 0 & 6 \\
\hline
\downarrow & 18_1 & 6_3 \\
\hline
12_0 & 4 & 2 \\
2_2 & 0 & 2
\end{array}$$

$$\begin{aligned}
C_0 &= \{1, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13\}_{12} \\
C_1 &= \{0, 1, 2, 4, 5, 6, 7, 8, 10, 11, 12, 13, 14, 15, 17, 18, 20, 23\}_{18} \\
C_2 &= \{0, 2\}_2 \\
C_3 &= \{3, 9, 16, 19, 21, 22\}_6
\end{aligned}$$

Column cell 1:

Column cell 3:

Order of the group that is induced on the object is 48

Number of ancestors on 5-sets is 62.

Number of orbits on 5-sets is 62.

With 2 orbits on the object

Orbit lengths: 2, 12

The points by ranks:

i	Rank	i	Rank	i	Rank	i	Rank
0	0	4	103	8	1738	12	1609
1	1	5	146	9	1050	13	849
2	64	6	1258	10	1510		
3	65	7	1017	11	2193		

The points:

$$\begin{aligned}
P_0 &= (0, 1, 0, 0, 0) P_1 = (0, 0, 1, 0, 0) P_2 = (0, 1, 6, 12, 6) P_3 = (0, 1, 8, 6, 3) \\
P_4 &= (0, 1, 6, 3, 11) P_5 = (0, 1, 2, 7, 9) P_6 = (1, 3, 2, 11, 10) P_7 = (1, 9, 11, 8, 7) \\
P_8 &= (1, 1, 2, 2, 5) P_9 = (1, 7, 9, 2, 7) P_{10} = (1, 9, 2, 3, 11) P_{11} = (1, 3, 11, 3, 6) \\
P_{12} &= (1, 7, 4, 5, 2) P_{13} = (1, 4, 11, 7, 1)
\end{aligned}$$

Stabilizer of order 48 is generated by:

$$g_1 = \begin{bmatrix} 4 & 0 & 0 & 11 & 1 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 7 & 0 & 0 & 5 & 11 \\ 12 & 0 & 0 & 5 & 5 \end{bmatrix}$$

with 170 fixed points

$$g_2 = \begin{bmatrix} 9 & 0 & 0 & 0 & 0 \\ 0 & 4 & 0 & 0 & 0 \\ 0 & 7 & 4 & 3 & 8 \\ 0 & 8 & 0 & 9 & 0 \\ 0 & 3 & 0 & 0 & 9 \end{bmatrix}$$

with 16 fixed points

$$g_3 = \begin{bmatrix} 12 & 0 & 0 & 0 & 0 \\ 0 & 12 & 0 & 0 & 0 \\ 0 & 2 & 12 & 6 & 9 \\ 0 & 9 & 0 & 0 & 8 \\ 0 & 6 & 0 & 5 & 0 \end{bmatrix}$$

with 170 fixed points

$$g_4 = \begin{bmatrix} 9 & 8 & 0 & 8 & 5 \\ 0 & 10 & 0 & 0 & 0 \\ 4 & 2 & 3 & 7 & 8 \\ 9 & 2 & 0 & 1 & 10 \\ 4 & 8 & 0 & 10 & 1 \end{bmatrix}$$

with 2 fixed points

$$g_5 = \begin{bmatrix} 6 & 0 & 0 & 0 & 0 \\ 0 & 6 & 10 & 7 & 10 \\ 0 & 0 & 6 & 0 & 0 \\ 0 & 0 & 10 & 0 & 10 \\ 0 & 0 & 7 & 1 & 0 \end{bmatrix}$$

with 170 fixed points

Chapter 4

The BLT-Sets in Numeric Form

0, 1, 64, 65, 66, 70, 72, 67, 68, 69, 71, 73, 74, 75

0, 1, 64, 65, 66, 70, 72, 1076, 1604, 1398, 1773, 1641, 2190, 1130

0, 1, 64, 65, 103, 146, 1258, 1017, 1738, 1050, 1510, 2193, 1609, 849

```
INT BLT_13_size = 14;
```

```
INT BLT_13_nb_reps = 3;
```

```
INT BLT_13_reps[] = {
```

```
0, 1, 64, 65, 66, 70, 72, 67, 68, 69, 71, 73, 74, 75,
```

```
0, 1, 64, 65, 66, 70, 72, 1076, 1604, 1398, 1773, 1641, 2190, 1130,
```

```
0, 1, 64, 65, 103, 146, 1258, 1017, 1738, 1050, 1510, 2193, 1609, 849,
```

```
};
```

```
const BYTE *BLT_13_stab_order[] = {
```

```
"61152",
```

```
"392",
```

```
"48",
```

```
};
```

```
INT BLT_13_stab_gens[] = {
```

```
7, 0, 0, 0, 0, 0, 6, 0, 0, 0, 0, 0, 6, 0, 0, 0, 0, 0, 6, 0, 0, 0, 0, 6,
```

```
1, 0, 0, 0, 0, 0, 6, 0, 0, 0, 0, 0, 11, 0, 0, 0, 0, 0, 12, 0, 0, 0, 0, 12,
```

```
9, 0, 0, 12, 7, 0, 10, 0, 0, 0, 0, 0, 10, 0, 0, 10, 0, 0, 7, 8, 6, 0, 0, 6, 7,
```

```
1, 0, 0, 3, 5, 0, 4, 0, 0, 0, 0, 0, 4, 0, 0, 4, 0, 0, 9, 4, 5, 0, 0, 3, 9,
```

```
3, 0, 0, 7, 3, 0, 2, 0, 0, 0, 0, 3, 2, 12, 6, 5, 6, 0, 7, 2, 3, 12, 0, 8, 7,
```

```
11, 0, 0, 9, 2, 0, 10, 8, 3, 8, 0, 11, 10, 1, 7, 1, 7, 8, 12, 5, 11, 1, 3, 7, 12,
```

```
9, 0, 0, 1, 6, 0, 10, 0, 0, 0, 0, 0, 10, 0, 0, 3, 0, 0, 7, 8, 7, 0, 0, 6, 7,
```

```
1, 0, 0, 6, 10, 0, 10, 0, 0, 0, 0, 0, 10, 0, 0, 5, 0, 0, 11, 6, 3, 0, 0, 11, 11,
```

```
6, 0, 0, 12, 7, 0, 9, 0, 0, 0, 0, 7, 9, 2, 1, 10, 1, 0, 12, 9, 6, 2, 0, 10, 12,
```

```
9, 0, 0, 8, 9, 0, 6, 10, 7, 10, 0, 4, 6, 11, 12, 2, 12, 10, 2, 3, 9, 11, 7, 12, 2,
```

```
0, 6, 4, 5, 9, 2, 7, 3, 8, 5, 8, 12, 7, 5, 12, 8, 2, 5, 6, 5, 3, 12, 8, 8, 8,
```

```
4, 0, 0, 11, 1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 7, 0, 0, 5, 11, 12, 0, 0, 5, 5,
```

```
9, 0, 0, 0, 0, 0, 4, 0, 0, 0, 0, 7, 4, 3, 8, 0, 8, 0, 9, 0, 0, 3, 0, 0, 9,
```

```
12, 0, 0, 0, 0, 0, 12, 0, 0, 0, 0, 2, 12, 6, 9, 0, 9, 0, 0, 8, 0, 6, 0, 5, 0,
```

```
9, 8, 0, 8, 5, 0, 10, 0, 0, 0, 4, 2, 3, 7, 8, 9, 2, 0, 1, 10, 4, 8, 0, 10, 1,
```

```
6, 0, 0, 0, 0, 0, 6, 10, 7, 10, 0, 0, 6, 0, 0, 0, 0, 10, 0, 10, 0, 0, 7, 1, 0,
```

```
};
```

```
INT BLT_13_stab_gens_fst[] = { 0, 6, 11};
```

```
INT BLT_13_stab_gens_len[] = { 6, 5, 5};
```

```
INT BLT_13_make_element_size = 0;
```