

# BLT-sets of $Q(4, 17)$

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# Contents

# Chapter 1

## Summary

There are 6 BLT-sets.



# Chapter 2

## Invariants



## Chapter 3

### The BLT-Sets

### 3.1 Isomorphism Type 0

Stabilizer has order 176256

Plane intersection type is 18

Plane invariant is

$$\begin{array}{c} [18] \\ \rightarrow \left| \begin{array}{c} 1_1 \\ 1 \end{array} \right. \\ \hline 18_0 \end{array} \quad \begin{array}{c} \downarrow \left| \begin{array}{c} 1_1 \\ 18 \end{array} \right. \\ \hline 18_0 \end{array}$$

$$C_0 = \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17\}_{18}$$

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

$$\begin{array}{c} \rightarrow \left| \begin{array}{c} 1_1 \\ 1 \end{array} \right. \\ \hline 18_0 \end{array} \quad \begin{array}{c} \downarrow \left| \begin{array}{c} 1_1 \\ 18 \end{array} \right. \\ \hline 18_0 \end{array}$$

$$C_0 = \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17\}_{18}$$

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

Column cell 1:

Order of the group that is induced on the object is 4896

Number of ancestors on 5-sets is 4.

Number of orbits on 5-sets is 4.

With 1 orbits on the object

Orbit lengths: 18

The points by ranks:

$i$	Rank	$i$	Rank	$i$	Rank	$i$	Rank
0	0	5	103	10	109	15	105
1	1	6	112	11	110	16	114
2	100	7	106	12	111	17	107
3	101	8	115	13	104		
4	102	9	108	14	113		

The points:

$$P_0 = (0, 1, 0, 0, 0) P_1 = (0, 0, 1, 0, 0) P_2 = (0, 1, 11, 16, 11) P_3 = (0, 1, 7, 8, 14)$$

$$P_4 = (0, 1, 5, 11, 15) P_5 = (0, 1, 6, 4, 7) P_6 = (0, 1, 6, 13, 10) P_7 = (0, 1, 3, 12, 4)$$

$$P_8 = (0, 1, 11, 1, 6) P_9 = (0, 1, 10, 15, 5) P_{10} = (0, 1, 3, 5, 13) P_{11} = (0, 1, 14, 3, 1)$$

$$P_{12} = (0, 1, 12, 7, 8) P_{13} = (0, 1, 12, 10, 9) P_{14} = (0, 1, 5, 6, 2) P_{15} = (0, 1, 14, 14, 16)$$

$$P_{16} = (0, 1, 7, 9, 3) P_{17} = (0, 1, 10, 2, 12)$$

Stabilizer of order 176256 is generated by:

$$g_1 = \begin{bmatrix} 16 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

with 324 fixed points

$$g_2 = \begin{bmatrix} 4 & 0 & 0 & 0 & 0 \\ 0 & 4 & 0 & 0 & 0 \\ 0 & 0 & 4 & 0 & 0 \\ 0 & 0 & 0 & 13 & 0 \\ 0 & 0 & 0 & 0 & 13 \end{bmatrix}$$

with 20 fixed points

$$g_3 = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 8 & 0 & 0 & 0 \\ 0 & 0 & 15 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

with 20 fixed points

$$g_4 = \begin{bmatrix} 8 & 0 & 0 & 0 & 0 \\ 0 & 12 & 0 & 0 & 0 \\ 0 & 0 & 11 & 0 & 0 \\ 0 & 0 & 0 & 9 & 0 \\ 0 & 0 & 0 & 0 & 9 \end{bmatrix}$$

with 4 fixed points

$$g_5 = \begin{bmatrix} 9 & 0 & 0 & 12 & 13 \\ 0 & 4 & 0 & 0 & 0 \\ 0 & 0 & 4 & 0 & 0 \\ 15 & 0 & 0 & 6 & 5 \\ 6 & 0 & 0 & 11 & 6 \end{bmatrix}$$

with 290 fixed points

$$g_6 = \begin{bmatrix} 15 & 0 & 0 & 10 & 8 \\ 0 & 4 & 0 & 0 & 0 \\ 0 & 0 & 4 & 0 & 0 \\ 4 & 0 & 0 & 3 & 6 \\ 5 & 0 & 0 & 3 & 3 \end{bmatrix}$$

with 290 fixed points

$$g_7 = \begin{bmatrix} 15 & 0 & 0 & 14 & 1 \\ 0 & 16 & 0 & 0 & 0 \\ 0 & 10 & 16 & 8 & 14 \\ 8 & 14 & 0 & 8 & 9 \\ 10 & 8 & 0 & 13 & 8 \end{bmatrix}$$

with 2 fixed points

$$g_8 = \begin{bmatrix} 15 & 0 & 0 & 14 & 1 \\ 0 & 2 & 0 & 0 & 0 \\ 0 & 10 & 9 & 6 & 2 \\ 8 & 4 & 0 & 7 & 3 \\ 10 & 12 & 0 & 10 & 7 \end{bmatrix}$$

with 2 fixed points

$$g_9 = \begin{bmatrix} 2 & 0 & 0 & 3 & 16 \\ 0 & 2 & 14 & 16 & 11 \\ 0 & 11 & 2 & 6 & 2 \\ 9 & 2 & 11 & 8 & 2 \\ 7 & 6 & 16 & 1 & 8 \end{bmatrix}$$

with 2 fixed points

### 3.2 Isomorphism Type 1

Stabilizer has order 648

Plane intersection type is  $9^2 3^{648}$

Plane invariant is

$$\begin{bmatrix} 9 & 0 \\ 0 & 9 \end{bmatrix}$$

$$\begin{array}{c|cc} \rightarrow & 2_1 \\ \hline 18_0 & 1 \end{array} \quad \begin{array}{c|cc} \downarrow & 2_1 \\ \hline 18_0 & 9 \end{array}$$

$$C_0 = \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17\}_{18}$$

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

$$\begin{array}{c|c} \rightarrow & 2_1 \\ \hline 18_0 & 1 \\ \hline \downarrow & 2_1 \\ \hline 18_0 & 9 \end{array}$$

$$C_0 = \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17\}_{18}$$

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

Column cell 1:

Order of the group that is induced on the object is 648

Number of ancestors on 5-sets is 48.

Number of orbits on 5-sets is 48.

With 1 orbits on the object

Orbit lengths: 18

The points by ranks:

$i$	Rank	$i$	Rank	$i$	Rank	$i$	Rank
0	0	5	103	10	2309	15	3989
1	1	6	112	11	2419	16	1480
2	100	7	106	12	2680	17	4349
3	101	8	115	13	5020		
4	102	9	3149	14	2380		

The points:

$$P_0 = (0, 1, 0, 0, 0)P_1 = (0, 0, 1, 0, 0)P_2 = (0, 1, 11, 16, 11)P_3 = (0, 1, 7, 8, 14)$$

$$P_4 = (0, 1, 5, 11, 15)P_5 = (0, 1, 6, 4, 7)P_6 = (0, 1, 6, 13, 10)P_7 = (0, 1, 3, 12, 4)$$

$$P_8 = (0, 1, 11, 1, 6)P_9 = (1, 9, 12, 12, 15)P_{10} = (1, 11, 9, 8, 13)P_{11} = (1, 12, 16, 4, 7)$$

$$P_{12} = (1, 1, 7, 3, 3)P_{13} = (1, 10, 2, 4, 16)P_{14} = (1, 10, 2, 14, 7)P_{15} = (1, 11, 9, 5, 14)$$

$$P_{16} = (1, 1, 7, 9, 1)P_{17} = (1, 9, 12, 11, 4)$$

Stabilizer of order 648 is generated by:

$$g_1 = \begin{bmatrix} 2 & 0 & 0 & 14 & 1 \\ 0 & 16 & 0 & 0 & 0 \\ 0 & 0 & 16 & 0 & 0 \\ 8 & 0 & 0 & 9 & 8 \\ 10 & 0 & 0 & 4 & 9 \end{bmatrix}$$

with 18 fixed points

$$g_2 = \begin{bmatrix} 9 & 0 & 0 & 12 & 13 \\ 0 & 4 & 0 & 0 & 0 \\ 0 & 0 & 4 & 0 & 0 \\ 15 & 0 & 0 & 6 & 5 \\ 6 & 0 & 0 & 11 & 6 \end{bmatrix}$$

with 290 fixed points

$$g_3 = \begin{bmatrix} 15 & 0 & 0 & 14 & 1 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 7 & 1 & 9 & 3 \\ 9 & 3 & 0 & 9 & 8 \\ 7 & 9 & 0 & 4 & 9 \end{bmatrix}$$

with 20 fixed points

$$g_4 = \begin{bmatrix} 2 & 0 & 0 & 14 & 1 \\ 0 & 15 & 3 & 1 & 6 \\ 0 & 6 & 15 & 11 & 15 \\ 9 & 15 & 6 & 9 & 15 \\ 7 & 11 & 1 & 16 & 9 \end{bmatrix}$$

with 20 fixed points

$$g_5 = \begin{bmatrix} 0 & 12 & 12 & 10 & 9 \\ 6 & 3 & 4 & 4 & 5 \\ 6 & 15 & 3 & 14 & 10 \\ 13 & 10 & 5 & 10 & 7 \\ 5 & 14 & 4 & 14 & 10 \end{bmatrix}$$

with 18 fixed points

### 3.3 Isomorphism Type 2

Stabilizer has order 144

Plane intersection type is  $6 \ 4^{72} \ 3^{508}$

Plane invariant is

$$\begin{array}{c|c} \rightarrow & [ 6 ] \\ \hline 6_0 & 1_1 \\ 12_2 & 0 \end{array} \quad \begin{array}{c|c} \downarrow & [ 1_1 ] \\ \hline 6_0 & 6 \\ 12_2 & 0 \end{array}$$

$$C_0 = \{0, 1, 2, 3, 4, 5\}_6$$

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

$$C_2 = \{6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17\}_{12}$$

$$\begin{array}{c|ccc} \rightarrow & 1_1 & 54_2 & 18_4 \\ \hline 6_0 & 1 & 18 & 0 \\ 12_3 & 0 & 9 & 6 \end{array} \quad \begin{array}{c|ccc} \downarrow & 1_1 & 54_2 & 18_4 \\ \hline 6_0 & 6 & 2 & 0 \\ 12_3 & 0 & 2 & 4 \end{array}$$

$$C_0 = \{0, 1, 2, 3, 4, 5\}_6$$

$$C_1 = \{72\}_1$$

$$C_2 = \{0, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 24, 25, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 45, 46, 53, 54, 55, 56, 58, 59, 60\}_{12}$$

$$C_3 = \{6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17\}_{12}$$

$$C_4 = \{1, 12, 22, 23, 26, 27, 28, 29, 30, 31, 44, 47, 48, 49, 50, 51, 52, 57\}_{18}$$

Column cell 1:

Column cell 2:

Column cell 4:

Order of the group that is induced on the object is 144

Number of ancestors on 5-sets is 101.

Number of orbits on 5-sets is 101.

With 2 orbits on the object

Orbit lengths: 6, 12

The points by ranks:

$i$	Rank	$i$	Rank	$i$	Rank	$i$	Rank
0	0	5	113	10	3692	15	5067
1	1	6	1795	11	4821	16	4827
2	100	7	4644	12	3170	17	2663
3	101	8	4656	13	5061		
4	104	9	2732	14	2450		

The points:

$$P_0 = (0, 1, 0, 0, 0) P_1 = (0, 0, 1, 0, 0) P_2 = (0, 1, 11, 16, 11) P_3 = (0, 1, 7, 8, 14)$$

$$P_4 = (0, 1, 12, 10, 9) P_5 = (0, 1, 5, 6, 2) P_6 = (1, 6, 16, 10, 9) P_7 = (1, 10, 1, 16, 11)$$

$$P_8 = (1, 11, 4, 16, 11) P_9 = (1, 5, 2, 2, 3) P_{10} = (1, 5, 2, 9, 12) P_{11} = (1, 12, 9, 14, 8)$$

$$P_{12} = (1, 3, 8, 4, 15) P_{13} = (1, 12, 9, 7, 16) P_{14} = (1, 3, 8, 11, 7) P_{15} = (1, 14, 15, 7, 16)$$

$$P_{16} = (1, 14, 15, 14, 8) P_{17} = (1, 7, 13, 9, 3)$$

Stabilizer of order 144 is generated by:

$$g_1 = \begin{bmatrix} 2 & 0 & 0 & 10 & 8 \\ 0 & 13 & 0 & 0 & 0 \\ 0 & 0 & 13 & 0 & 0 \\ 4 & 0 & 0 & 14 & 11 \\ 5 & 0 & 0 & 14 & 14 \end{bmatrix}$$

with 290 fixed points

$$g_2 = \begin{bmatrix} 13 & 0 & 0 & 0 & 0 \\ 0 & 13 & 0 & 0 & 0 \\ 0 & 0 & 13 & 0 & 0 \\ 0 & 0 & 0 & 0 & 10 \\ 0 & 0 & 0 & 5 & 0 \end{bmatrix}$$

with 290 fixed points

$$g_3 = \begin{bmatrix} 8 & 0 & 0 & 11 & 2 \\ 0 & 16 & 0 & 0 & 0 \\ 0 & 12 & 16 & 11 & 15 \\ 1 & 15 & 0 & 5 & 10 \\ 14 & 11 & 0 & 5 & 5 \end{bmatrix}$$

with 18 fixed points

$$g_4 = \begin{bmatrix} 15 & 0 & 0 & 10 & 8 \\ 0 & 16 & 0 & 0 & 0 \\ 0 & 10 & 1 & 15 & 5 \\ 13 & 3 & 0 & 14 & 11 \\ 12 & 9 & 0 & 14 & 14 \end{bmatrix}$$

with 2 fixed points

$$g_5 = \begin{bmatrix} 2 & 0 & 0 & 7 & 9 \\ 0 & 8 & 5 & 13 & 10 \\ 0 & 10 & 0 & 0 & 0 \\ 13 & 8 & 0 & 14 & 11 \\ 12 & 7 & 0 & 14 & 14 \end{bmatrix}$$

with 4 fixed points

### 3.4 Isomorphism Type 3

Stabilizer has order 24

Plane intersection type is  $5^6 4^{21} 3^{672}$

Plane invariant is

$$\begin{bmatrix} 5 & 1 & 1 & 2 & 1 & 1 \\ 1 & 5 & 2 & 1 & 1 & 1 \\ 1 & 2 & 5 & 1 & 1 & 1 \\ 2 & 1 & 1 & 5 & 1 & 1 \\ 1 & 1 & 1 & 1 & 5 & 2 \\ 1 & 1 & 1 & 1 & 2 & 5 \end{bmatrix}$$

$$\begin{array}{c|c} \rightarrow & 6_1 \\ \hline 6_0 & 3 \\ 12_2 & 1 \end{array} \quad \begin{array}{c|c} \downarrow & 6_1 \\ \hline 6_0 & 3 \\ 12_2 & 2 \end{array}$$

$$C_0 = \{0, 1, 4, 5, 10, 15\}_6$$

$$C_1 = \{0, 1, 2, 3, 4, 5\}_6$$

$$C_2 = \{2, 3, 6, 7, 8, 9, 11, 12, 13, 14, 16, 17\}_{12}$$

$$\begin{array}{c|ccc} \rightarrow & 6_1 & 6_2 & 15_4 \\ \hline 6_0 & 3 & 2 & 0 \\ 12_3 & 1 & 1 & 5 \\ \hline \downarrow & 6_1 & 6_2 & 15_4 \\ \hline 6_0 & 3 & 2 & 0 \\ 12_3 & 2 & 2 & 4 \end{array}$$

$$C_0 = \{0, 1, 4, 5, 10, 15\}_6$$

$$C_1 = \{0, 6, 7, 12, 15, 26\}_6$$

$$C_2 = \{5, 16, 17, 21, 22, 25\}_6$$

$$C_3 = \{2, 3, 6, 7, 8, 9, 11, 12, 13, 14, 16, 17\}_{12}$$

$$C_4 = \{1, 2, 3, 4, 8, 9, 10, 11, 13, 14, 18, 19, 20, 23, 24\}_{15}$$

Column cell 1:

Column cell 2:

Column cell 4:

Order of the group that is induced on the object is 24

Number of ancestors on 5-sets is 416.

Number of orbits on 5-sets is 416.

With 2 orbits on the object

Orbit lengths: 6, 12

The points by ranks:

$i$	Rank	$i$	Rank	$i$	Rank	$i$	Rank
0	0	5	257	10	3480	15	2047
1	1	6	1728	11	3962	16	3961
2	100	7	2037	12	1731	17	2039
3	101	8	4778	13	3691		
4	105	9	4117	14	2646		

The points:

$$P_0 = (0, 1, 0, 0, 0)P_1 = (0, 0, 1, 0, 0)P_2 = (0, 1, 11, 16, 11)P_3 = (0, 1, 7, 8, 14)$$

$$P_4 = (0, 1, 14, 14, 16)P_5 = (0, 1, 14, 6, 9)P_6 = (1, 6, 4, 1, 9)P_7 = (1, 7, 9, 12, 6)$$

$$P_8 = (1, 4, 5, 8, 8)P_9 = (1, 14, 9, 6, 10)P_{10} = (1, 9, 7, 2, 2)P_{11} = (1, 16, 5, 10, 14)$$

$$P_{12} = (1, 10, 16, 1, 9)P_{13} = (1, 12, 15, 9, 12)P_{14} = (1, 15, 6, 15, 3)P_{15} = (1, 8, 10, 12, 6)$$

$$P_{16} = (1, 4, 3, 10, 14)P_{17} = (1, 14, 13, 12, 6)$$

Stabilizer of order 24 is generated by:

$$g_1 = \begin{bmatrix} 9 & 0 & 0 & 12 & 13 \\ 0 & 4 & 0 & 0 & 0 \\ 0 & 0 & 4 & 0 & 0 \\ 15 & 0 & 0 & 6 & 5 \\ 6 & 0 & 0 & 11 & 6 \end{bmatrix}$$

with 290 fixed points

$$g_2 = \begin{bmatrix} 7 & 0 & 0 & 11 & 16 \\ 0 & 2 & 0 & 0 & 0 \\ 0 & 0 & 2 & 0 & 0 \\ 8 & 0 & 0 & 4 & 1 \\ 14 & 0 & 0 & 2 & 4 \end{bmatrix}$$

with 20 fixed points

$$g_3 = \begin{bmatrix} 2 & 0 & 0 & 14 & 1 \\ 0 & 0 & 3 & 0 & 0 \\ 0 & 6 & 0 & 0 & 0 \\ 9 & 0 & 0 & 7 & 3 \\ 7 & 0 & 0 & 10 & 7 \end{bmatrix}$$

with 20 fixed points

$$g_4 = \begin{bmatrix} 11 & 6 & 0 & 12 & 7 \\ 0 & 4 & 5 & 5 & 13 \\ 14 & 10 & 4 & 15 & 16 \\ 1 & 6 & 2 & 10 & 14 \\ 4 & 6 & 7 & 11 & 4 \end{bmatrix}$$

with 0 fixed points

### 3.5 Isomorphism Type 4

Stabilizer has order 32

Plane intersection type is  $4^{24} 3^{720}$

Plane invariant is too big (24 planes)

$$\begin{array}{c|cc} \rightarrow & 8_1 & 16_3 \\ \hline 2_0 & 8 & 0 \\ 16_2 & 1 & 4 \end{array} \quad \begin{array}{c|cc} \downarrow & 8_1 & 16_3 \\ \hline 2_0 & 2 & 0 \\ 16_2 & 2 & 4 \end{array}$$

$$C_0 = \{1, 3\}_2$$

$$C_1 = \{1, 9, 10, 11, 15, 18, 21, 23\}_8$$

$$C_2 = \{0, 2, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17\}_{16}$$

$$C_3 = \{0, 2, 3, 4, 5, 6, 7, 8, 12, 13, 14, 16, 17, 19, 20, 22\}_{16}$$

$$\begin{array}{c|cc} \rightarrow & 8_1 & 16_3 \\ \hline 2_0 & 8 & 0 \\ 16_2 & 1 & 4 \end{array} \quad \begin{array}{c|cc} \downarrow & 8_1 & 16_3 \\ \hline 2_0 & 2 & 0 \\ 16_2 & 2 & 4 \end{array}$$

$$C_0 = \{1, 3\}_2$$

$$C_1 = \{1, 9, 11, 17, 18, 21, 22, 23\}_8$$

$$C_2 = \{0, 2, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17\}_{16}$$

$$C_3 = \{0, 2, 3, 4, 5, 6, 7, 8, 10, 12, 13, 14, 15, 16, 19, 20\}_{16}$$

Column cell 1:

Column cell 3:

Order of the group that is induced on the object is 32

Number of ancestors on 5-sets is 708.

Number of orbits on 5-sets is 284.

With 2 orbits on the object

Orbit lengths: 2, 16

The points by ranks:

$i$	Rank	$i$	Rank	$i$	Rank	$i$	Rank
0	0	5	2280	10	5081	15	1591
1	1	6	2309	11	3962	16	4900
2	100	7	2007	12	214	17	3815
3	101	8	4925	13	4675		
4	157	9	3617	14	2559		

The points:

$$P_0 = (0, 1, 0, 0, 0)P_1 = (0, 0, 1, 0, 0)P_2 = (0, 1, 11, 16, 11)P_3 = (0, 1, 7, 8, 14)$$

$$P_4 = (0, 1, 10, 5, 15)P_5 = (1, 9, 7, 16, 13)P_6 = (1, 11, 9, 8, 13)P_7 = (1, 6, 13, 1, 6)$$

$$P_8 = (1, 1, 12, 9, 8)P_9 = (1, 2, 11, 8, 12)P_{10} = (1, 8, 3, 8, 16)P_{11} = (1, 16, 5, 10, 14)$$

$$P_{12} = (0, 1, 10, 11, 13)P_{13} = (1, 6, 16, 2, 11)P_{14} = (1, 15, 10, 10, 7)P_{15} = (1, 5, 13, 2, 1)$$

$$P_{16} = (1, 11, 1, 7, 8) P_{17} = (1, 12, 13, 7, 14)$$

Stabilizer of order 32 is generated by:

$$g_1 = \begin{bmatrix} 3 & 0 & 0 & 9 & 14 \\ 0 & 13 & 0 & 0 & 0 \\ 0 & 14 & 13 & 10 & 9 \\ 7 & 9 & 0 & 9 & 4 \\ 13 & 10 & 0 & 2 & 9 \end{bmatrix}$$

with 20 fixed points

$$g_2 = \begin{bmatrix} 12 & 0 & 0 & 2 & 5 \\ 0 & 16 & 6 & 1 & 6 \\ 0 & 12 & 16 & 11 & 15 \\ 11 & 15 & 6 & 4 & 11 \\ 1 & 11 & 1 & 14 & 4 \end{bmatrix}$$

with 20 fixed points

$$g_3 = \begin{bmatrix} 3 & 0 & 12 & 2 & 12 \\ 0 & 14 & 4 & 1 & 12 \\ 0 & 0 & 6 & 0 & 0 \\ 7 & 0 & 14 & 2 & 1 \\ 13 & 0 & 3 & 8 & 15 \end{bmatrix}$$

with 4 fixed points

### 3.6 Isomorphism Type 5

Stabilizer has order 4896

Plane intersection type is 3<sup>816</sup>

Plane invariant is too big (816 planes)

$$\begin{array}{c|c} \rightarrow & 816_1 \\ \hline 18_0 & 136 \end{array} \quad \begin{array}{c|c} \downarrow & 816_1 \\ \hline 18_0 & 3 \end{array}$$

$$C_0 = \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17\}_{18}$$

$$C_1 = \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42\}$$

Order of the group that is induced on the object is 4896

Number of ancestors on 5-sets is 4.

Number of orbits on 5-sets is 4.

With 1 orbits on the object

## With 10 stars on Orbit lengths: 18

Orbit lengths: 18  
The points by ranks:

$i$	Rank	$i$	Rank	$i$	Rank	$i$	Rank
0	0	5	4231	10	4437	15	4906
1	1	6	4367	11	3276	16	5145
2	100	7	4129	12	3364	17	3730
3	146	8	3042	13	3449		
4	1462	9	5191	14	3127		

The points:

$$P_0 = (0, 1, 0, 0, 0)P_1 = (0, 0, 1, 0, 0)P_2 = (0, 1, 11, 16, 11)P_3 = (0, 1, 11, 9, 12)$$

$$P_4 = (1, 1, 6, 10, 1)P_5 = (1, 5, 13, 7, 10)P_6 = (1, 16, 10, 15, 4)P_7 = (1, 13, 11, 6, 10)$$

$$P_8 = (1, 6, 8, 14, 5)P_9 = (1, 5, 13, 15, 16)P_{10} = (1, 7, 9, 1, 4)P_{11} = (1, 7, 2, 16, 15)$$

$$P_{12} = (1, 5, 1, 14, 2) P_{13} = (1, 9, 3, 3, 2) P_{14} = (1, 3, 13, 3, 15) P_{15} = (1, 9, 5, 7, 8)$$

$$P_{16} = (1, 15, 3, 12, 16)P_{17} = (1, 10, 8, 6, 12)$$

Stabilizer of order 4896 is generated by:

$$g_1 = \begin{bmatrix} 10 & 0 & 0 & 13 & 12 \\ 0 & 4 & 0 & 0 & 0 \\ 0 & 0 & 13 & 0 & 0 \\ 10 & 0 & 0 & 1 & 2 \\ 9 & 0 & 0 & 13 & 16 \end{bmatrix}$$

with 4 fixed points

$$g_2 = \begin{bmatrix} 7 & 0 & 0 & 7 & 15 \\ 0 & 15 & 0 & 0 & 0 \\ 0 & 0 & 8 & 0 & 0 \\ 8 & 0 & 0 & 7 & 3 \\ 7 & 0 & 0 & 11 & 11 \end{bmatrix}$$

with 4 fixed points

$$g_3 = \begin{bmatrix} 14 & 0 & 0 & 1 & 9 \\ 0 & 8 & 0 & 0 & 0 \\ 16 & 10 & 15 & 1 & 2 \\ 5 & 8 & 0 & 3 & 3 \\ 3 & 7 & 0 & 7 & 6 \end{bmatrix}$$

with 4 fixed points

$$g_4 = \begin{bmatrix} 16 & 0 & 0 & 0 & 0 \\ 0 & 0 & 11 & 0 & 0 \\ 0 & 14 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 5 \\ 0 & 0 & 0 & 7 & 0 \end{bmatrix}$$

with 20 fixed points

$$g_5 = \begin{bmatrix} 16 & 0 & 0 & 0 & 0 \\ 0 & 15 & 12 & 16 & 10 \\ 0 & 6 & 15 & 11 & 15 \\ 0 & 15 & 10 & 2 & 10 \\ 0 & 11 & 16 & 14 & 2 \end{bmatrix}$$

with 18 fixed points

## Chapter 4

# The BLT-Sets in Numeric Form

0, 1, 100, 101, 102, 103, 112, 106, 115, 108, 109, 110, 111, 104, 113, 105, 114, 107  
0, 1, 100, 101, 102, 103, 112, 106, 115, 3149, 2309, 2419, 2680, 5020, 2380, 3989, 1480, 4349  
0, 1, 100, 101, 104, 113, 1795, 4644, 4656, 2732, 3692, 4821, 3170, 5061, 2450, 5067, 4827, 2663  
0, 1, 100, 101, 105, 257, 1728, 2037, 4778, 4117, 3480, 3962, 1731, 3691, 2646, 2047, 3961, 2039  
0, 1, 100, 101, 157, 2280, 2309, 2007, 4925, 3617, 5081, 3962, 214, 4675, 2559, 1591, 4900, 3815  
0, 1, 100, 146, 1462, 4231, 4367, 4129, 3042, 5191, 4437, 3276, 3364, 3449, 3127, 4906, 5145, 3730

```
INT BLT_17_size = 18;
INT BLT_17_nb_reps = 6;
INT BLT_17_reps[] = {
0, 1, 100, 101, 102, 103, 112, 106, 115, 108, 109, 110, 111, 104, 113, 105, 114, 107,
0, 1, 100, 101, 102, 103, 112, 106, 115, 3149, 2309, 2419, 2680, 5020, 2380, 3989, 1480, 4349,
0, 1, 100, 101, 104, 113, 1795, 4644, 4656, 2732, 3692, 4821, 3170, 5061, 2450, 5067, 4827, 2663,
0, 1, 100, 101, 105, 257, 1728, 2037, 4778, 4117, 3480, 3962, 1731, 3691, 2646, 2047, 3961, 2039,
0, 1, 100, 101, 157, 2280, 2309, 2007, 4925, 3617, 5081, 3962, 214, 4675, 2559, 1591, 4900, 3815,
0, 1, 100, 146, 1462, 4231, 4367, 4129, 3042, 5191, 4437, 3276, 3364, 3449, 3127, 4906, 5145, 3730,
};

const BYTE *BLT_17_stab_order[] = {
"176256",
"648",
"144",
"24",
"32",
"4896",
};

INT BLT_17_stab_gens[] = {
16, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1,
4, 0, 0, 0, 0, 0, 4, 0, 0, 0, 0, 0, 4, 0, 0, 0, 0, 0, 0, 13, 0, 0, 0, 0, 0, 0, 0, 0, 13,
1, 0, 0, 0, 0, 0, 8, 0, 0, 0, 0, 0, 15, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1,
8, 0, 0, 0, 0, 0, 12, 0, 0, 0, 0, 0, 11, 0, 0, 0, 0, 0, 0, 9, 0, 0, 0, 0, 0, 0, 0, 0, 9,
9, 0, 0, 12, 13, 0, 4, 0, 0, 0, 0, 0, 4, 0, 0, 15, 0, 0, 0, 6, 5, 6, 0, 0, 11, 6,
15, 0, 0, 10, 8, 0, 4, 0, 0, 0, 0, 0, 4, 0, 0, 4, 0, 0, 3, 6, 5, 0, 0, 0, 3, 3,
15, 0, 0, 14, 1, 0, 16, 0, 0, 0, 0, 10, 16, 8, 14, 8, 14, 0, 8, 9, 10, 8, 0, 13, 8,
15, 0, 0, 14, 1, 0, 2, 0, 0, 0, 0, 10, 9, 6, 2, 8, 4, 0, 7, 3, 10, 12, 0, 10, 7,
2, 0, 0, 3, 16, 0, 2, 14, 16, 11, 0, 11, 2, 6, 2, 9, 2, 11, 8, 2, 7, 6, 16, 1, 8,
2, 0, 0, 14, 1, 0, 16, 0, 0, 0, 0, 16, 0, 0, 8, 0, 0, 9, 8, 10, 0, 0, 4, 9,
9, 0, 0, 12, 13, 0, 4, 0, 0, 0, 0, 4, 0, 0, 15, 0, 0, 6, 5, 6, 0, 0, 11, 6,
15, 0, 0, 14, 1, 0, 1, 0, 0, 0, 7, 1, 9, 3, 9, 3, 0, 9, 8, 7, 9, 0, 4, 9,
2, 0, 0, 14, 1, 0, 15, 3, 1, 6, 0, 6, 15, 11, 15, 9, 15, 6, 9, 15, 7, 11, 1, 16, 9,
0, 12, 12, 10, 9, 6, 3, 4, 4, 5, 6, 15, 3, 14, 10, 13, 10, 5, 10, 7, 5, 14, 4, 14, 10,
2, 0, 0, 10, 8, 0, 13, 0, 0, 0, 0, 13, 0, 0, 4, 0, 0, 14, 11, 5, 0, 0, 14, 14,
13, 0, 0, 0, 0, 13, 0, 0, 0, 0, 13, 0, 0, 0, 0, 0, 0, 0, 10, 0, 0, 0, 5, 0,
8, 0, 0, 11, 2, 0, 16, 0, 0, 0, 0, 12, 16, 11, 15, 1, 15, 0, 5, 10, 14, 11, 0, 5, 5,
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```

15, 0, 0, 10, 8, 0, 16, 0, 0, 0, 0, 10, 1, 15, 5, 13, 3, 0, 14, 11, 12, 9, 0, 14, 14,
2, 0, 0, 7, 9, 0, 8, 5, 13, 10, 0, 10, 0, 0, 0, 13, 8, 0, 14, 11, 12, 7, 0, 14, 14,
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11, 6, 0, 12, 7, 0, 4, 5, 5, 13, 14, 10, 4, 15, 16, 1, 6, 2, 10, 14, 4, 6, 7, 11, 4,
3, 0, 0, 9, 14, 0, 13, 0, 0, 0, 0, 14, 13, 10, 9, 7, 9, 0, 9, 4, 13, 10, 0, 2, 9,
12, 0, 0, 2, 5, 0, 16, 6, 1, 6, 0, 12, 16, 11, 15, 11, 15, 6, 4, 11, 1, 11, 1, 14, 4,
3, 0, 12, 2, 12, 0, 14, 4, 1, 12, 0, 0, 6, 0, 0, 7, 0, 14, 2, 1, 13, 0, 3, 8, 15,
10, 0, 0, 13, 12, 0, 4, 0, 0, 0, 0, 13, 0, 0, 10, 0, 0, 1, 2, 9, 0, 0, 13, 16,
7, 0, 0, 7, 15, 0, 15, 0, 0, 0, 0, 8, 0, 0, 8, 0, 0, 7, 3, 7, 0, 0, 11, 11,
14, 0, 0, 1, 9, 0, 8, 0, 0, 0, 16, 10, 15, 1, 2, 5, 8, 0, 3, 3, 3, 7, 0, 7, 6,
16, 0, 0, 0, 0, 0, 11, 0, 0, 0, 14, 0, 0, 0, 0, 0, 0, 5, 0, 0, 0, 7, 0,
16, 0, 0, 0, 0, 15, 12, 16, 10, 0, 6, 15, 11, 15, 0, 15, 10, 2, 10, 0, 11, 16, 14, 2,
};

INT BLT_17_stab_gens_fst[] = { 0, 9, 14, 19, 23, 26};
INT BLT_17_stab_gens_len[] = { 9, 5, 5, 4, 3, 5};
INT BLT_17_make_element_size = 0;

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