

but if the burst syndrome is in  $H_2$  it is not in  $H_2'$  and if it is in  $H_3$  it is not in  $H_3'$ , and if in  $H_4$  it is not in  $H_4'$ , where  $H_2', H_3'$ , and  $H_4'$  are given by

$$H_2' = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \\ 0 \\ 1 \\ 1 \\ 0 \end{bmatrix} \quad H_3' = \begin{bmatrix} 0 & 0 \\ 0 & 0 \\ 0 & 1 \\ 1 & 1 \\ 0 & 1 \\ 1 & 0 \\ 1 & 1 \\ 0 & 0 \end{bmatrix} \quad H_4' = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 1 \\ 1 & 1 & 0 \\ 0 & 1 & 0 \\ 1 & 0 & 1 \\ 1 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Thus by using the null spaces of  $H_i$  and  $H_i'$  one can test for a block-zero burst. For example, the null space of  $H_3$  is  $G_3$  where  $H_3 G_3^T = 0$ , and the null space of  $H_3'$  is  $G_3'$  where  $H_3' G_3'^T = 0$ .

$$G_3 = \begin{bmatrix} 0 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad G_3' = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

For a block-zero syndrome to be in the space of  $H_3$  it is necessary and sufficient that  $S^T G_3 = 0$  and  $S^T G_3' \neq 0$ , where  $S$  is the syndrome. From  $H_3$ , it is seen that  $e_0^{(3)} = s_1$ ,  $e_0^{(4)} = s_0 + s_1$ ,  $e_1^{(1)} = s_5$ , and  $e_1^{(2)} = s_2$  where  $s_i$  ( $0 \leq i \leq 7$ ) are the syndrome bits. This method requires less logic than testing the syndrome against every possible block-zero burst [3], especially as the rate increases (if higher rate codes are discovered).

An optimal type-B1 code of rate  $\frac{2}{3}$  has also been discovered. It is given by

$$B_0 = \begin{bmatrix} 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 0 & 1 & & & \\ 0 & 0 & & & \\ 0 & 1 & & & \\ 0 & 0 & & & \\ 1 & 0 & & & \\ 0 & 1 & & & \\ 1 & 0 & & & \end{bmatrix}$$

An optimal type-B1 code of rate  $1/n_0$  is given by

$$B_0(1/n_0) = \begin{bmatrix} 0 \\ 0 \\ \vdots \\ 0 \\ 1 \\ 0 \\ \vdots \\ 0 \\ 1 \end{bmatrix},$$

where  $I_{(n_0-1)}$  is the identity matrix of order  $n_0 - 1$ . In [3],  $B_0(1/3)$  was given as an optimal type-B2 code.

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Is There a (72,36)  $d = 16$  Self-Dual Code?

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We wish to draw the attention of the readers of this TRANSACTIONS to an unsolved problem in coding theory. According to a theorem of Gleason [1], [2], [3], the greatest possible minimum distance  $d$  of a binary self-dual code in which the length  $n$  is a multiple of 24, and all weights are divisible by 4, is  $d = \frac{1}{2}n + 4$ . (A self-dual code is a linear code of rate  $\frac{1}{2}$  which coincides with its dual code.)

For the first two values of  $n$  such codes exist and have this greatest minimum distance: these are the  $(n,k) = (24,12)$ ,  $d = 8$  Golay code, and the  $(48,24)$ ,  $d = 12$ , quadratic residue code. The next case is undecided, and it is this problem that we wish the reader to consider: does there exist a  $(72,36)$ ,  $d = 16$ , binary self-dual code in which all weights are divisible by 4?

The weight distribution of any code in this family is given in [4]. In particular, the  $(72,36)$  code would have the following weight distribution

$i$	$A_i$
0	72
16	56
20	52
24	48
28	44
32	40
36	36

A  $t - (v,k,\lambda)$  design is a collection of  $k$ -subsets, called blocks, of a given  $v$ -set  $S$  such that every  $t$ -subset of  $S$  is contained in exactly  $\lambda$  blocks. (An  $x$ -set is a set of cardinality  $x$ .) Whenever a code of length  $n$  in the above family exists, it follows from the theorem of Assmus and Mattson [5, Theorem 4.2] that the codewords of any fixed weight  $i$  form the blocks of a  $5 - (n,i,\lambda)$  design with  $\lambda = A_i \binom{i}{5} / \binom{n}{5}$ . For example, the codewords of weight 16 in the  $(72,36)$  code would form a  $5 - (72,16,78)$  design.

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