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**Title:** Switching Codes and Designs

**Abstract:** Switching is a local transformation that when applied to a combinatorial object gives another object with the same parameters. Switching provides a means for constructing new objects with given parameters as well as for understanding the reasons behind the multitude of isomorphism classes for certain types of objects.

Switching has been considered to some extent for virtually all kinds of combinatorial objects. Most of the results in the literature—in particular for codes and designs—can be unified by a central type of switching. For designs, switching forms a subclass of trades that can be efficiently handled computationally in an exhaustive manner.

Some specific recent results regarding switching will be mentioned. For example, it has been shown that any two Steiner triple systems of order 19 are connected to each other via a sequence of switches. As a computational challenge, this is about proving connectedness of a certain implicit graph with just over 11 billion vertices and estimated 370 billion edges.