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The build-up construction of quasi self-dual codes over a non-unital ring

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There is a local ring E of order 4, without identity for the multiplication, defined by generators and relations as

 $E = \langle a, b \mid 2a = 2b = 0, a^2 = a, b^2 = b, ab = a, ba = b \rangle.$

We study a recursive construction of self-orthogonal codes over E. We classify, up to permutation equivalence, self-orthogonal codes of length n and size 2^n (called here quasi self-dual codes or QSD) up to the length n = 12. In particular, we classify Type IV codes (QSD codes with even weights) up to n = 12.

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1. Introduction

The build-up method is a powerful technique to construct self-dual codes over fields and rings [7, 10]. Starting from a self-dual code of length n, it builds a self-dual code of length n + 2 by a simple recursion. Under mild conditions, all codes sought for can be generated in that way.

In this paper, we adapt this method to generate quasi self-dual (QSD) codes over the ring E, a non-unital, non-commutative ring of order 4. While the four unital rings of order four $\mathbb{F}_4, \mathbb{Z}_4, \mathbb{F}_2 + u\mathbb{F}_2, \mathbb{F}_2 \times \mathbb{F}_2$ have been used as alphabets in Coding Theory [14], the theory of codes over non-unital rings only started recently, in [1]. The ring E is one of the few non-unital rings of order 4 to study [4]. The importance of order 4 is the notion of Type IV codes. Over fields and unital rings, these are divisible self-dual codes over an alphabet of size 4. They have been studied over \mathbb{F}_4 since the 1970s [9], and for the last three of the four rings mentioned above in [3]. To define them over E we need to replace self-dual codes by quasi self-dual codes. These are defined in [1] as self-orthogonal codes of length n, and size 2^n . As explained in [1] some missing duality properties in non-unital rings make the study of self-dual codes over these rings intractable. Type IV codes can then be introduced as the subclass of QSD codes, all Hamming weights of which are even.

As in [10], only codes with dimension of residue code $k_1 > 1$ are guaranteed to be obtained by the build-up construction, but QSD codes with dimension of residue code $k_1 \leq 1$ are easy to construct directly. In particular, this method preserves the Type IV property. As a result, we classify QSD codes of length at most 12. We also classify Type IV codes of length $n \leq 12$.

This paper is organized as follows. Section 2 collects some necessary facts and notations about rings, codes and duality. Section 3 derives the main construction. Section 4 contains numerical data. Section 5 concludes the paper, and points out some open problems.

2. Background Material

2.1. Binary codes

Denote by wt(x) the Hamming weight of $x \in \mathbb{F}_2^n$. The dual of a binary linear code C is denoted by C^{\perp} and defined as

$$C^{\perp} = \{ y \in \mathbb{F}_2^n \mid \forall x \in C, (x, y) = 0 \},\$$

where $(x, y) = \sum_{i=1}^{n} x_i y_i$, denotes the standard inner product. A code *C* is **self-orthogonal** if it is included in its dual: $C \subseteq C^{\perp}$. Two binary codes are **equivalent** if there is a permutation of coordinates that maps one to the other.

2.2. Rings

Following [4] we define a ring on two generators a, b by the relations

$$E = \langle a, b | 2a = 2b = 0, a^2 = a, b^2 = b, ab = a, ba = b \rangle.$$

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A model for this ring can be obtained by taking a, b to be matrices over \mathbb{F}_2 defined by

$$a = \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix}, b = \begin{pmatrix} 0 & 1 \\ 0 & 1 \end{pmatrix}$$

Thus, E has characteristic two, and consists of four elements $E = \{0, a, b, c\}$, with c = a + b. The addition table is immediate from these definitions.

+	0	a	b	С
0	0	a	b	С
a	a	0	С	b
b	b	С	0	a
с	С	b	a	0

The multiplication table is as follows:

\times	0	a	b	С
0	0	0	0	0
a	0	a	a	0
b	0	b	b	0
С	0	С	С	0

From this table, we infer that this ring is not commutative, and without an identity element for the multiplication. It is local with maximal ideal $J = \{0, c\}$, and residue field $\mathbb{F}_2 = \{0, 1\}$, the finite field of order 2. Thus we have a *c*-adic decomposition as follows. Every element $e \in E$ can be written

$$e = as + ct$$

where $s, t \in \mathbb{F}_2$ and where we have defined a natural **action** of \mathbb{F}_2 on E by the rule r0 = 0r = 0 and r1 = 1r = r for all $r \in E$. Thus a = 1a, c = 1c and b = a1 + c1. Note that for all $r \in E$, this action is "distributive" in the sense that $r(s \oplus t) = rs + rt$, where \oplus denote the addition in \mathbb{F}_2 . On occasion we will use the **inner product notation** (x, r) for $x \in \mathbb{F}_2^n$, $r \in E^n$ to denote

$$(x,r) = \sum_{i=1}^{n} x_i r_i = \sum_{x_i=1}^{n} r_i.$$

Denote by $\alpha : E \to E/J \simeq \mathbb{F}_2$ the **map of reduction modulo** J. Thus $\alpha(0) = \alpha(c) = 0$, and $\alpha(a) = \alpha(b) = 1$. This map is extended in the natural way in a map from E^n to \mathbb{F}_2^n .

2.3. Modules

A linear *E*-code *C* of length *n* is a *one-sided E*-submodule of E^n . With that code we associate two binary codes of length *n* :

- (1) the **residue code** defined by $res(C) = \{\alpha(y) \mid y \in C\},\$
- (2) the torsion code defined by $tor(C) = \{x \in \mathbb{F}_2^n \mid cx \in C\}.$

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It is easy to check that $res(C) \subseteq tor(C)$ [1]. It is traditional to denote by k_1 the dimension of the residue code and $k_1 + k_2$ that of the torsion code.

A simple application of the first isomorphism theorem [1], shows that

$$|C| = |\operatorname{res}(C)||\operatorname{tor}(C)| = 2^{2k_1 + k_2}.$$

An additive code of length n over \mathbb{F}_4 is an additive subgroup of \mathbb{F}_4^n . It is an \mathbb{F}_2 vector space with 4^k elements for some $k \leq n$ (here 2k is an integer, but k may be half-integral). Using a generator matrix G, such a code can be cast as the \mathbb{F}_2 -span of its rows. To every linear *E*-code *C* is attached an additive \mathbb{F}_4 -code $\phi(C)$ by the alphabet substitution

$$0 \to 0, a \to \omega, b \to \omega^2, c \to 1,$$

where $\mathbb{F}_4 = \mathbb{F}_2[\omega]$, extended naturally to \mathbb{F}_4^n . It can be checked that for all $x \in E^n$, we have $\operatorname{Tr}(\phi(x)) = \alpha(x)$, and thus $\operatorname{res}(C) = \operatorname{Tr}(\phi(C))$, where $\operatorname{Tr}()$ denotes the usual trace from \mathbb{F}_4 down to \mathbb{F}_2 . Similarly, we see that tor(C) is the so-called subfield subcode of $\phi(C)$ that is $\mathbb{F}_2^n \cap \phi(C)$.

We use the Magma notation

$$[\langle 0,1\rangle,\ldots,\langle i,A_i\rangle,\ldots,\langle n,A_n\rangle]$$

for the weight distribution of a quaternary code, where A_i is the number of codewords of weight i [12]. Two E-codes are permutation equivalent if there is a permutation of coordinates that maps one to the other.

2.4. Duality

Define an **inner product** on E^n by $(x, y) = \sum_{i=1}^n x_i y_i$. The **right dual** C^{\perp_R} of C is the right module defined by

 $C^{\perp_{R}} = \{ y \in E^{n} \mid \forall x \in C, (x, y) = 0 \}.$

The **left dual** C^{\perp_L} of C is the left module defined by

 $C^{\perp_{L}} = \{ y \in E^{n} \, | \, \forall \, x \in C, \, (y, x) = 0 \}.$

Thus the left (respectively, right) dual of a left (respectively, right) module is a left (respectively, right) module. A code is left (respectively, right) self-dual if it is equal to its left (respectively, right) dual. A left self-dual code C satisfies $C^{\perp_L} = C$. Likewise a right self-dual code C satisfies $C^{\perp_R} = C$. A code is self-dual if it is equal to both of its duals.

Remark 1. The repetition code of length 2 defined by $R_2 = \{00, aa, bb, cc\}$, is left self-dual. Its right dual is $R_2^{\perp_R} = \langle aa, bb, ab \rangle$, a supercode of R_2 of size 8.

Observation. In length one, we have $J^{\perp_R} = J$. By taking direct sums of J with itself, we see that (right) self-dual codes over E exist for all lengths.

Remark 1 shows that the product of the sizes of a code and its dual is not always 4^n . A code C of length n is left nice (respectively, right nice) if $|C||C^{\perp_L}| = 4^n$ (respectively, $|C||C^{\perp_R}| = 4^n$). A code is **nice** if it is both left and right nice.

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Remark 2. J is a right nice code, but it is not a left nice code since n = 1, and $J^{\perp_L} = E$. Similarly, R_2 is not right nice since $R_2^{\perp_R}$ is of size 8.

A code C is **self-orthogonal** if

 $\forall x, y \in C, (x, y) = 0.$

Clearly, C is **self-orthogonal** iff $C \subseteq C^{\perp_L}$. Likewise, C is **self-orthogonal** iff $C \subseteq C^{\perp_R}$. Thus, for a self-orthogonal code C, we always have $C \subseteq C^{\perp_L} \cap C^{\perp_R}$. A code of length n is **quasi self-dual** if it is self-orthogonal and of size 2^n .

Remark 3. Every one-sided nice self-dual code is quasi-self-dual but not conversely, as the next example shows.

Example 1. The code R_2 as a right module is quasi self-dual but not self-dual as $R_2 \subsetneq R_2^{\perp_R}$.

Following a terminology from [3], a quasi self-dual code over E with all weights even is called a **Type IV** code.

3. Construction

The following result constructs a quasi self-dual code of length n + 2 from a quasi self-dual code of length n.

Theorem 1. Let C_0 denote a quasi self-dual code of length n over E, with generating set r_1, \ldots, r_k . Let x be a fixed vector in \mathbb{F}_2^n satisfying (ax, ax) = a. (Thus any x of odd Hamming weight works). Write $y_i = (x, r_i)$ for $1 \le i \le k$. The row-span of the following k + 1 vectors is a quasi self-dual code C of length n + 2.

 $(a, 0, ax), (y_1, y_1, r_1), \dots, (y_k, y_k, r_k).$

Proof. First, we check that C is self-orthogonal.

- the first vector is orthogonal to itself by definition of x, since $a^2 + a = 0$.
- the last k vectors are orthogonal to each other and to themselves by selforthogonality of C_0 , since $y_i y_j + y_i y_j + (r_i, r_j) = 0$.
- the first vector is orthogonal to the last k vectors by definition of the y_i 's since $ay_i + (ax, r_i) = ay_i + ay_i = 0.$
- Any of the last k vectors is orthogonal to the first vector since $y_i a + (r_i, ax) = y_i + (r_i, x) = y_i + (x, r_i) = 0.$

Hence C is self-orthogonal.

We claim that $|C| = 4|C_0| = 2^{n+2}$. Indeed define $\widehat{C_0}$ as the row span of the last k generators. Write $S_y = (y, 0, yx)$, for all $y \in E$. Then it can be seen that the construction in the theorem is equivalent to the following disjoint union of four cosets of $\widehat{C_0}$:

$$C = \dot{\cup}_{y \in E} (S_y + \widehat{C_0}).$$

Thus C is quasi self-dual of length n + 2.

Remark 4. For a given C_0 by varying x we can construct 2^{n-1} codes C.

Corollary 1. In the notation of the Theorem, if C_0 is Type IV, so is C.

Proof. By [1] it is enough to check that $\operatorname{res}(C)$ contains the all-one vector. Let j_m denote the all-one vector of length m. By hypothesis $\operatorname{res}(C_0)$ contains j_n . Thus $j_n = \sum_{i=1}^k a_i \alpha(r_i)$, for some $a_i \in \mathbb{F}_2$. Consider the same linear combination of the last k generators of C.

$$\sum_{i=1}^{k} a_i \alpha((y_i, y_i, r_i)) = \left(\sum_{i=1}^{k} a_i \alpha(y_i), \sum_{i=1}^{k} a_i \alpha(y_i), j_n\right).$$

To check that this combination equals j_{n+2} , we note that

$$\sum_{i=1}^{k} a_i \alpha(y_i) = \left(x, \sum_{i=1}^{k} a_i \alpha(r_i)\right).$$

But, by the defining equation of the a_i 's we have

$$\left(x, \sum_{i=1}^{k} a_i \alpha(r_i)\right) = (x, j_n) = 1,$$

since x has odd Hamming weight. Thus $j_{n+2} \in \operatorname{res}(C)$, showing that C is Type IV.

The next result shows that all QSD codes can be obtained from the build-up construction, subject to a mild condition.

Theorem 2. If C is quasi self-dual code of length n + 2 with $k_1 > 1$, then there is a quasi self-dual code C_0 of length n, such that the construction of Theorem 1 applied to C_0 produces C.

Proof. Let $R_1, R_2, \ldots, R_{k+1}$ denote the generators of C viewed as an E-module. Let R'_i be R_{i+1} with the first two columns removed for $i = 0, \ldots, k$.

W.L.O.G. we may assume that R_1 contains only zeros and a's, by using $a^2 = ab = ac = a$. We may also assume since $k_1 > 1$, that $R_1 = (a, 0, R'_0), R_2 = (a, a, R'_1)$ and that, most importantly, that $R_{i+1} = (0, 0, R'_i)$ for $i \ge 2$. The orthogonality relations $(R_{i+1}, R_{j+1}) = 0$ imply $(R'_i, R'_j) = 0$ for all $1 \le i, j \le k$. Thus C_0 , spanned by R'_1, \ldots, R'_k , is self-orthogonal.

It is also easy to check that, as in the proof of Theorem 1, we have $|C_0| = \frac{|C|}{4} = 2^n$.

The code obtained by applying Theorem 1 to the code C_0 spanned by R'_1, \ldots, R'_k , with x defined by $R'_0 = ax$, is row-equivalent to G. Indeed, with this definition of x, it can be checked that $y_1 = a$, and $y_i = 0$ for $i = 2, \ldots, k$. Indeed, the two conditions $(R_1, R_2) = (R_2, R_1) = 0$ imply $ay_1 = y_1a = a$. Taken together these two conditions imply $y_1 = a$. Likewise, for $2 \le i \le k$ the conditions $(R_1, R_{i+1}) = (R_{i+1}, R_1) = 0$ imply $ay_i = y_ia = 0$. Taken together these two conditions imply $y_i = 0$.

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It is easy to characterize codes where the hypothesis of this Theorem is not satisfied, as the next result shows.

Theorem 3. (1) If C is QSD with $k_1 = 0$, then $C = c\mathbb{F}_2^n$. Such a code is not Type IV.

(2) If C is QSD with k₁ = 1, then C = aB ⊕ cB[⊥], with B a self-orthogonal [n, 1] binary code. The code C is Type IV iff B is the repetition code of length n for some even n.

Proof. By [1, Theorem 6], we know that $C = a \operatorname{res}(C) \oplus c \operatorname{tor}(C)$, with $\operatorname{res}(C) \subseteq \operatorname{tor}(C)$.

- (1) If C is QSD with $k_1 = 0$, then $C = c \operatorname{tor}(C)$. Since n is both its dimension and its length, the binary code $\operatorname{tor}(C)$ has to be the [n, n, 1] "universe" code, denoted here by \mathbb{F}_2^n . The QSD code C is not Type IV as it contains codewords of odd weight.
- (2) If C is QSD with $k_1 = 1$, then $C = a \operatorname{res}(C) \oplus c \operatorname{tor}(C)$, with $\operatorname{res}(C)$ a self-orthogonal code of dimension one. By [1, Theorem 4], the code C is Type IV iff $\operatorname{res}(C)$ contains the all-one vector, iff $\operatorname{res}(C)$ is the repetition code of length n for some even n.
- **Example 2.** We obtain an infinite family of Type IV codes for each even n by letting $K_n = aU_n + cU_n^{\perp}$, with U_n denoting the repetition code of parameters [n, 1, n]. Thus K_n is the analogue of the Klemm code of [2].
- For n = 5, if we take $res(C) = \langle (1, 1, 0, 0, 0) \rangle$, we obtain a non-Type IV QSD code with weight distribution:

 $[\langle 0,1\rangle, \langle 1,3\rangle, \langle 2,6\rangle, \langle 3,10\rangle, \langle 4,9\rangle, \langle 5,3\rangle].$

4. Numerical Results

All the calculations in this section were performed in Magma [12]. When classifying QSD codes or Type IV codes up to permutation equivalence, the following result will be used.

Theorem 4. Two QSD E-codes C and C' are permutation equivalent iff their residue codes are.

Proof. The condition is necessary, since the residue of the permuted code is a permutation of the residue code.

The condition is sufficient. If A, B are binary codes, and P is a permutation acting on their coordinate places, it is easy to check, by invariance of the inner product, that P(A) = B iff $P(A^{\perp}) = B^{\perp}$ [9, Chap. 1, Example 35]. By [1, Theorem 6], we have $C = a \operatorname{res}(C) \oplus c \operatorname{res}(C)^{\perp}$. Thus, if $P(\operatorname{res}(C)) = \operatorname{res}(C')$, then, by that result with $A = \operatorname{res}(C)$ and $B = \operatorname{res}(C')$, we obtain, by linearity of the action of P, that P(C) = C'.

In order to obtain all QSD codes of a given length, we recursively apply Theorem 1 from different codes. For example, Theorem 1 applied to the code whose generator matrix is cI_2 (where I_2 is an identity matrix of order 2) yields two QSDcodes of length 4, not Type IV, and up to equivalence, it yields one QSD-code with $k_1 = 1$. Theorem 1 applied to these two codes yields sixteen QSD-codes of length 6 (not Type IV) and two QSD-codes up to equivalence with $k_1 = 2$. In this way, we obtain QSD-codes of length 2n with $k_1 = n - 1$. The same construction using generator matrix cI_4 (where I_4 is an identity matrix of order 4) yields QSD-codes of length 2n with $k_1 = n - 2$, and so on.

To make sure that enough equivalence classes of codes have been generated by our algorithms, we have consulted the tables of number of equivalence classes of self-orthogonal binary codes contained in [8].

The generator matrices of the classified codes up to n = 11, and the weight distributions of QSD-codes up to n = 12 can be found at:

http://alexis.bonnecaze.perso.luminy.univ-amu.fr/publication/.

4.1. QSD codes of odd length

From one QSD code of length 3, the number of codes of length n generated by Theorem 1, by the remark following Theorem 1, is

$$2\sum_{m=0}^{(n-3)/2} (2m) = 2^{((n-2)^2 - 1)/4}$$

In the following tables, the rows indicate, in order, the length, the dimension of the residue code (k_1) , the number of equivalence classes of codes in that set, and the largest minimum distance obtained. This convention is maintained for the next tables.

n	3	<u>ب</u> ب	5		7			()		11						
k_1	1	1	2	1	2	3	1	2	3	4	1	2	3	4	5		
$\# \sim$	1	2	1	3	3	2	4	6	6	3	5	10	14	12	4		
d	2	1	1	1	1	3	1	1	2	2	1	1	2	2	3		

4.2. QSD codes of even length not Type IV

From one QSD code of length 2 (Type IV or not), the number of codes of length n generated by Theorem 1, by the remark following Theorem 1, is

$$2\sum_{m=0}^{(n-4)/2} (2m+1) = 2^{n^2/4 - n + 1}$$

For instance, we have for n = 2, a unique QSD non Type IV code with $k_1 = 0$, as described in Theorem 3. As for QSD non Type IV of even length, we have the following table:

n	4	(3		8			1	0		12						
k_1	1	1	2	1	2	3	1	2	3	4	1	2	3	4	5		
$\# \sim$	1	2	2	3	4	3	4	8	9	6	5	13	21	21	9		
d	1	1	2	1	2	2	1	2	2	2	1	2	2	2	3		

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4.3. Type IV codes of even length

As observed in [1], Type IV codes can only exist in even length as the residue code must be self-orthogonal and contain the all-one vector. There is a unique Type IV code of length 2 namely R_2 defined in Sec. 2, since for such a code the weights must be either 0 or 2. Theorem 1 applied to R_2 gives two codes, whose images by ϕ are \mathbb{F}_4 -linear, and permutation equivalent to a [4, 2, 2] with generator matrix $\begin{pmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \end{pmatrix}$.

The other Type IV code can be constructed in the form

$$a\langle (1,1,1,1)\rangle + c\langle (1,1,1,1)\rangle^{\perp}$$

Its image by ϕ is an \mathbb{F}_4 -additive code (not \mathbb{F}_4 -linear) with generator matrix

$$\begin{pmatrix} 1 & 0 & 0 & 1 \\ w & w & w & w \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 1 \end{pmatrix}$$

and weight distribution $[\langle 0, 1 \rangle, \langle 2, 6 \rangle, \langle 4, 9 \rangle]$. Note that even though they possess the same weight distribution, these two codes are different, one being linear.

Information for lengths 4 to 12 is summarized in the following table:

n	4	1	6			8						10			12					
k_1	1	2	1	2	3	1	2	3	4	1	2	3	4	5	1	2	3	4	5	6
$\# \sim$	1	1	1	1	1	1	2	2	2	1	2	3	3	2	1	3	5	7	6	3
d	2	2	2	2	2	2	2	4	2	2	2	2	2	2	2	2	2	2	2	4

5. Conclusion and Open Problems

In this paper, we have applied the build-up method of construction of self-dual codes to quasi self-dual codes over a non-unital ring of order 4. As a result, we have been able to classify QSD codes, and Type IV QSD codes of length at most 12 up to equivalence.

To study higher lengths, a mass formula similar to what exists already over finite fields [11], or over \mathbb{Z}_4 [5] might be needed. In view of the super-exponential number of codes generated by Theorem 1, more computing power might be needed to extend the numerical results to lengths larger than 12.

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