

# Exhaustive Verification of Weak Reconstruction For Self Complementary Graphs

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**Abstract**—This paper presents an exhaustive approach for verification of the weak reconstruction of Self Complementary Graphs upto 17 vertices. It describes the general problem of the Reconstruction Conjecture, explaining the complexity involved in checking deck-isomorphism between two graphs. In order to improve the computation time, various pruning techniques have been employed to reduce the number of graph-isomorphism comparisons. These techniques offer great help in proceeding with a reconstructive approach. An analysis of the numbers involved is provided, along with the various limitations of this approach. A list enumerating the number of SC graphs up till 101 vertices is also appended.

## I. INTRODUCTION

### A. The Reconstruction Conjecture (RC)

: The Reconstruction Conjecture (RC) is one of the most celebrated unsolved problems in Discrete Mathematics and Combinatorics circles. It was first discovered by S.M. Ulam and P. J. Kelly in 1941 [3]. Any graph  $G$  has a vertex set  $V(G)$  and an edge set  $E(G)$ . A vertex-deleted-subgraph of  $G$ ,  $G_i$ , is the unlabelled subgraph of  $G$  with the  $i^{th}$  vertex and its coincident edges removed. The deck of the graph  $G$  is the collection of all vertex-deleted subgraphs of  $G$ . For terms not defined here, we shall use the terminology followed in Harary [13].

#### 1) Original Definition:

: Ulam [27] states the following problem: “Suppose that in two sets  $A, B$ ; each of  $n$  elements, there is defined a distance function  $\rho$  for every pair of distinct points, with values either 1 or 2 and  $\rho(x, x) = 0$ . Assume that for every subset of  $n - 1$  points of  $A$ ; there exists an isometric system of  $n - 1$  points of  $B$ , and that the number of distinct subsets isometric to any given subset of  $n - 1$  points is same in  $A$  as in  $B$ . Are  $A$  and  $B$  isometric?”

2) *Modified Definition of the Graph Reconstruction Conjecture*: Reconstruction Conjecture [13]:

“A simple finite graph  $G$  with at least three points can be reconstructed uniquely (up to isomorphism) from its collection of vertex deleted subgraphs  $G_i$ .” This conjecture was called by Harary [13], a “graphical disease”, along with the 4-Color Conjecture and the characterization of Hamiltonian graphs.

### B. Reconstructive Approach Towards RC

: The reconstruction problems provide a fascinating study of the structure of graphs. The identification of structure of a graph is the first step in its reconstruction. We can determine various invariants of a graph from its subgraphs, which in turn tell us about the structure of the graph.

: One of the ways for tackling the RC is known as the reconstructive approach, and is followed in many of the proofs of the conjecture for specific classes. This approach relies on two parts: one- “recognizability“, and two ”weak reconstructibility“[3]. The class of graphs  $C$  to which  $G$  belongs is said to be recognizable if every reconstruction of  $G$  belongs to the class  $C$ . The class  $C$  is said to be weakly reconstructible if every reconstruction of a graph  $G$  belonging to the class  $C$  is isomorphic to  $G$ , for each  $G$  in  $C$  [3].

: A parameter of  $G$  which can be deduced from the deck is called reconstructible. Another approach attempted by many is in determining reconstructibility of a graph on the basis of their graph invariants. Various properties such as characteristic polynomial [9], degree sequence [28] and diameter [25] have been proven to be reconstructible for SC graphs. Additionally, graph invariants like number of vertices, edges, blocks, cut-vertices, independent cycles and connectivity have been proven to be reconstructible [16].

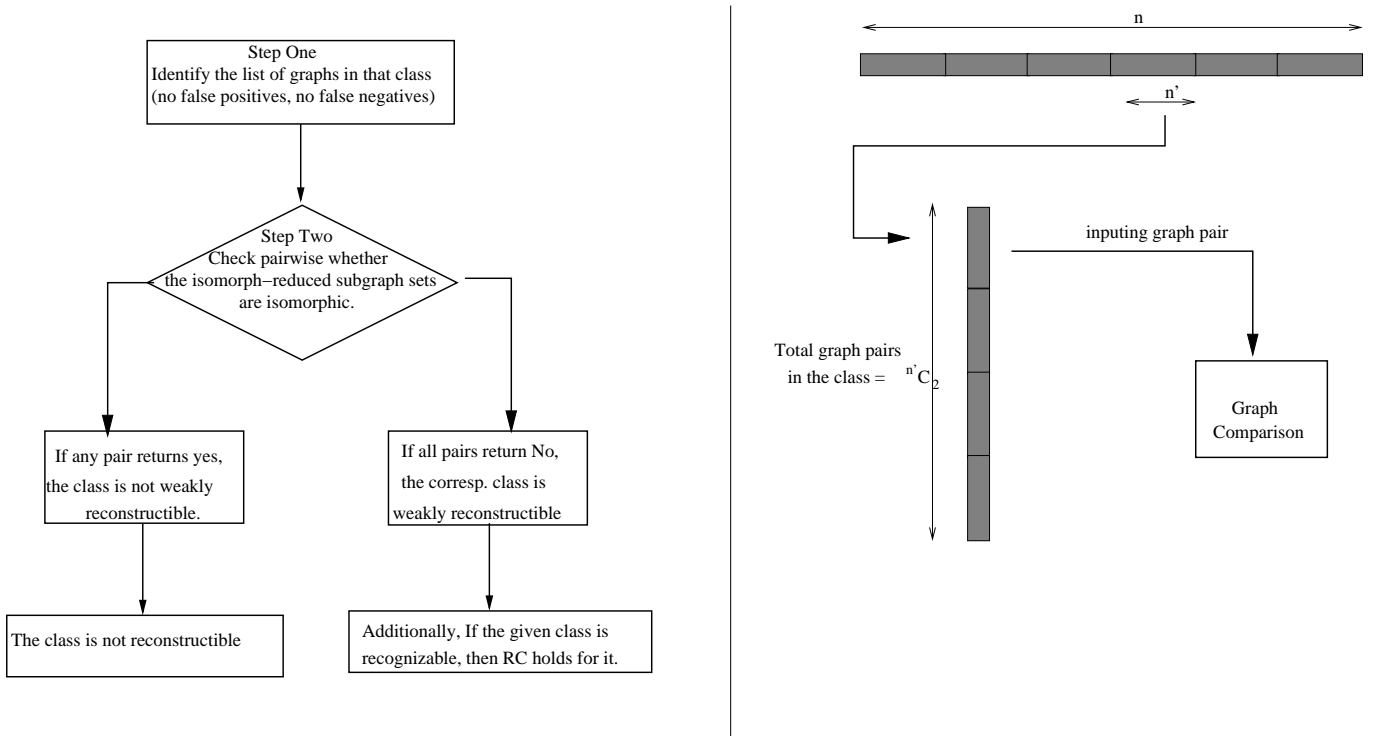


Fig. 1. The Procedure for RC Verification, depicted as (i)Overall Flowchart (ii)Line Diagram for the Approach Employed

### C. Discussion about the Problem

: McKay[1] employed an exhaustive technique to show that graphs up to 11 vertices are determined uniquely by their sets of vertex-deleted subgraphs, even if the set of subgraphs is reduced by isomorphism type.

: The statement of the conjecture excludes the trivial graph  $K_1$ , graphs on two vertices and infinite graphs. The deck of graphs on two points, i.e.  $K_2$  and  $K_2'$ , are clearly homomorphic (a pair of  $K_1$ s comprising each of their decks) but the graphs are non-isomorphic. For every infinite cardinal  $\alpha$ , there exists a graph with  $\alpha$  edges which is not uniquely reconstructible from its family of edge deleted sub-graphs [7]. Apart from these two exceptions which prohibit the conjecture from encompassing all graphs, unique reconstructibility is conjectured for all other graphs.

: The conjecture has been proved for a number of infinitely sized classes of graphs, such as trees [15], squares of trees [24], unicyclic graphs [18], regular graphs [21] and disconnected graphs [14]. Though the problem can be stated very simply, yet due to a lack of a nice set of characterizing invari-

ants, it has still not been proven for very important classes of graphs like bipartite graphs [3] and planar graphs [3]. For further study of this problem, the reader is referred to survey by Bondy [3].

: In a probabilistic sense, it has been shown that almost all graphs are reconstructible [2]. This means that the probability that a randomly chosen graph on  $n$  vertices is not reconstructible goes to 0 as  $n$  goes to infinity. In fact, it was shown that not only are almost all graphs reconstructible, but also that the entire deck is not generally necessary to reconstruct them almost all graphs have the property that there exist three cards in their deck that uniquely determine the graph.

## II. RC VERIFICATION FOR SELF-COMPLEMENTARY GRAPHS

### A. Overview of Procedure Employed

: The problem definition refers to unlabeled graphs making it computationally expensive (refer Sec.II-B for the worst case analysis). An idea of the numbers that are associated with the problem, is presented in Sec.II-D The appendix lists the variation in the number of SC graphs with the number of vertices.

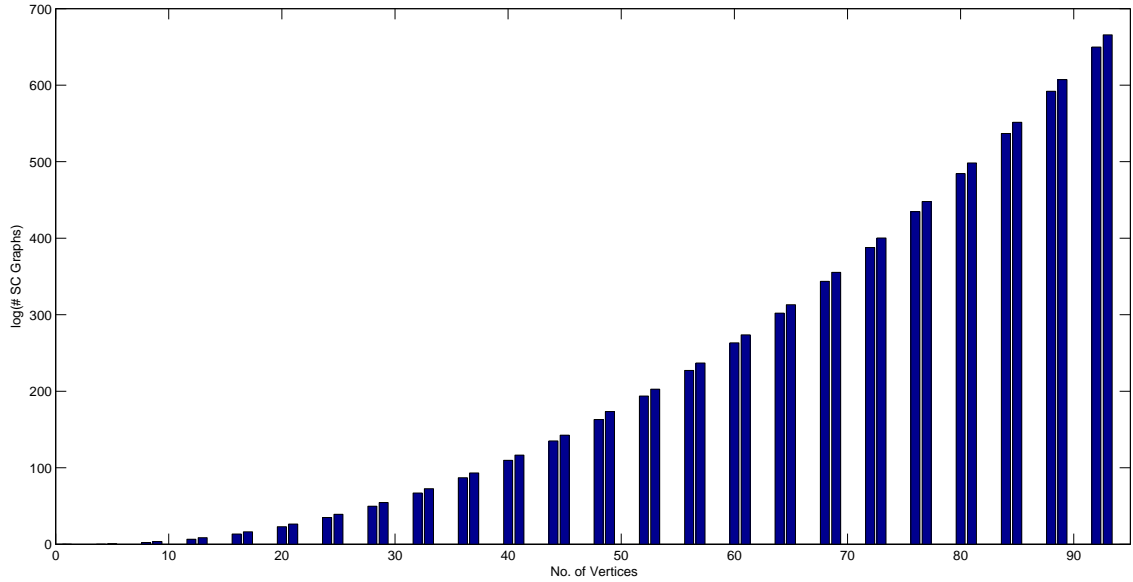


Fig. 2. A graph showing logarithm of No. of SC Graphs vs No. of vertices

: This paper suggests techniques through use of efficient structures for storage and suitable classifications (described in Sec. II-E). The intelligence of such techniques lies in reducing the complexity of the underlying problem.

: For detailed a survey of self complementary graphs, reader is referred to [11]. The listing of self-complementary graphs is available upto 17 vertices [6]. This listing of self complementary graphs is generated using the fact that every self complementary graph ( $G$ ) on  $4n$  vertices can be broken down into edge-disjoint subgraphs  $H$ ,  $H^*$  and  $B$ , such that  $G = H + B + H^*$ ,  $H' = H^*$  and  $B$  is a bipartite graph between the vertex sets of  $H$  and  $H^*$ . There exists a self-complementing permutation ( $\sigma$ ) with even length cycles. This permutation plays a key role in generating the self complementary graphs [22]. An efficient way of generating SC graphs on  $4n+1$  vertices using the set of SC graphs on  $4n$  vertices is discussed in [29]. Although this process is exhaustive, it creates multiple copies of a graph in the form of isomorphic graphs. In [19], a method is suggested to reduce the generation of such copies of graphs. In this procedure, the permutations of vertices within a cycle of a self-complementing permutation are avoided as each

such permutation generates the same set of graphs.

: In proving that self complementary graphs up to 17 vertices are uniquely determined (within the set of all graphs) by their decks, the algorithmic challenge lies in reducing the number of comparisons among graph-pairs. The flowchart of the procedure adopted is in Fig. 1. The number of cases for isomorphism checking were reduced by a large extent by obviating inter-class comparison through classification [Sec. II-Ca].

: Within each class, isomorphism among unlabeled decks had to be checked to see if they can uniquely identify a graph for all possible pairs of graphs, which constituted the most frequent step. Although such comparisons were reduced by a large number through classification of graphs, it still is the major contributor to the execution time in this module. To avoid this, the graphs in the decks are again classified on the basis of degree sequence. (Refer Sec. II-Cb for details). The deck-isomorphism checking was done based on the structure represented in Sec. II-E.

: At the lowest level of classification, graphs required for comparison were taken pairwise; hence dreadnaut interface to nauty [5] was used, for individual isomorphism-checking. The details of the

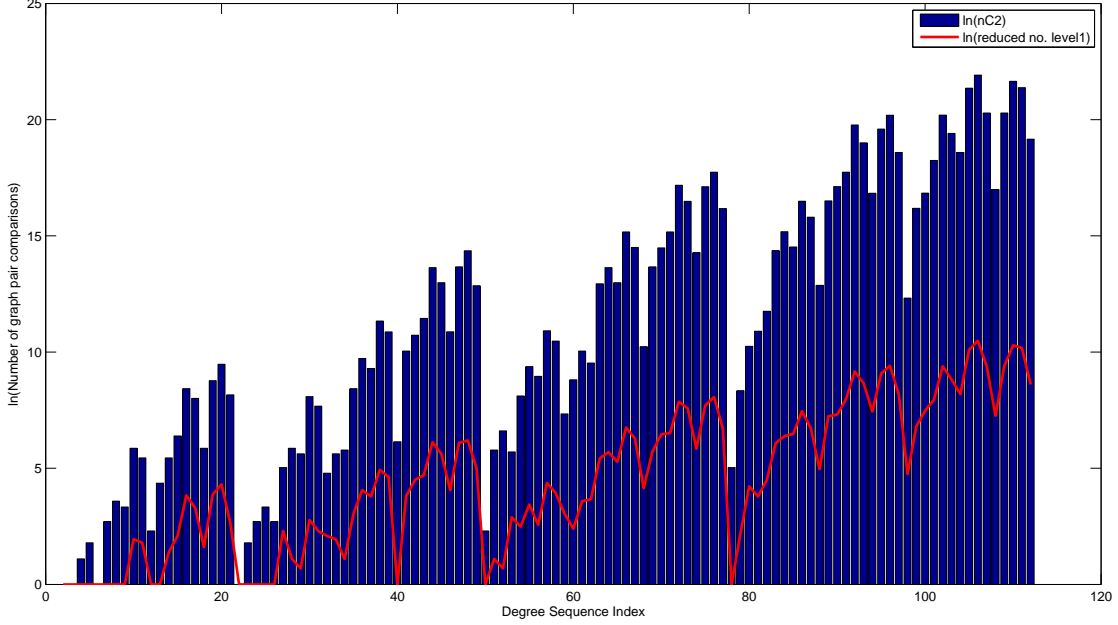


Fig. 3. A graph showing reduction in the number of comparisons after Level-1 Pruning

structure used for this has been discussed in Sec. II-E. The choice of Brendan McKays Nauty(No AUTomorphisms, Yes?)[B5] for use in our exhaustive verification is based on the experimental survey of Graph Isomorphism Algorithms in [10] which gives a comprehensive assessment of various GI algorithms which implement exact one-to-one matching using various techniques. Nauty was found to have the best performance time for small moderately dense graphs.

### B. Complexity Issues

: For any class of graphs, containing say  $n$  graphs, with  $m$  vertices, the procedure requires comparing every pair ( ${}^n C_2$  in this case) for deck-level isomorphism, which in turn requires a worst case of  ${}^{m+1} C_2$  isomorphism checks. In any iteration, two graphs are read from the file, and their decks are kept in main memory, each deck having  $m$  graphs, stored as adjacency matrices.

: Time Complexity(Worst Case):  
 ${}^n C_2 * {}^{m+1} C_2 * O\{GI^1\}$

<sup>1</sup> The graph isomorphism problem is one of a very small number of problems belonging to NP neither known to be solvable in polynomial time nor NP-complete [12], and a special complexity class  $GI$  has been defined for such problems.

### C. Pruning

: As discussed in the previous section, the complexity involved in checking RC for a certain class is very high as it involves the comparison of the unlabeled decks of graph pairs. So, in order that lesser number of such comparisons are performed, the graphs should be partitioned into mutually exclusive and exhaustive classes, so that inter-class graph pairs need no isomorphism checking. In our approach, pruning was employed at two levels, where various parameters like degree sequence, characteristic polynomial, diameter were used to prune the graphs.

*Level-1* : The listings of SC graphs were first classified according to degree sequences, so that any two graphs with different degree sequences dont need to be compared. The divisions formed on basis of degree sequence were further classified into groups of graphs with the same characteristic polynomial. Two graphs in the same group were compared only if their diameter was same.

Let the set of all classes thus formed be  $S$ , then the number of graph comparisons reduces as

$${}^n C_2 \rightarrow \sum_{i \in \{S\}} {}^{n_i} C_2$$

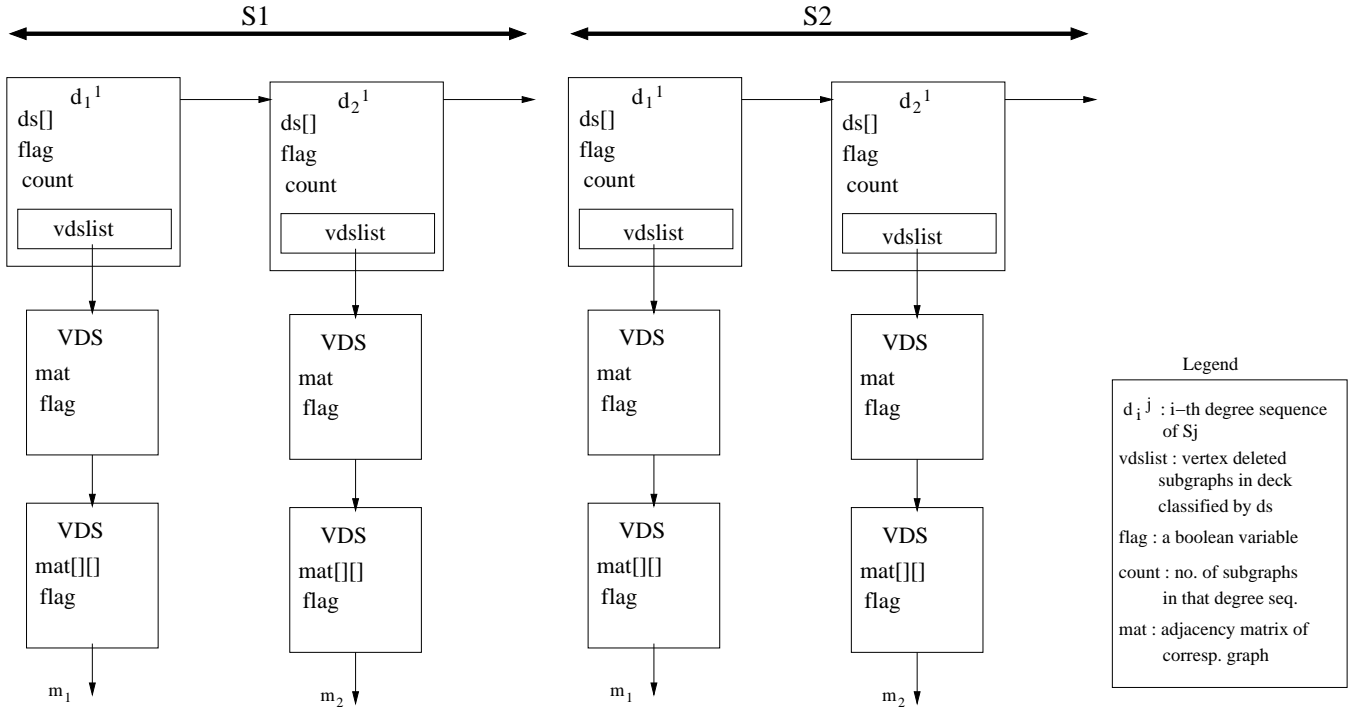


Fig. 4. The data structures used while comparing decks for isomorphism

Fig. 3 depicts the improvements observed when all SC graphs over 16 graphs are pruned. The bars correspond to different classes with heights representing the no. of pairwise comparisons required within that class. These pairs are passed on to the Graph Comparison module. The continuous curve intersecting the bars represents the actual number of pairs compared.

*Level-2:* This level reduces number of isomorphism checks required in a graph comparison between some graphs  $G_1$  and  $G_2$ . The graphs in corresponding decks  $D1$  and  $D2$  are classified according to degree sequences.

The deck isomorphism is checked only if the number of graphs of any degree sequence in both the decks are equal.

Let  $S_i$  be the set of degree sequences of the graphs in  $D_i$ . Then the number of graph isomorphism checkings reduces as:

$${}^{m+1}C_2 \rightarrow \sum_{i \in [S_1 \cap S_2]} {}^{m_i+1}C_2$$

#### D. Analyzing the Numbers Involved

: As is clear from the plot shown [Fig. 2], the number of self complementary graphs rise steeply

with the increase in the number of vertices. Thus, as one proceeds further, the storage as well as computation time becomes a dominant factor while analyzing the graphs. A detailed formula for the numbers of SC graphs can be found in the appendix.

: Additionally, as the number of vertices increase, the size of individual graph also increases. (equivalently the number of ascii characters required to encode an individual graph in graph6[3] format).

: Both these factors clearly indicate the sharp increase in the problem complexity on increasing the number of vertices. The approach employed to deal with both space and time factors have been discussed in further sections.

#### E. Storage and Implementation details

: The graphs were encoded into the graph6 format and stored as character strings in files. While comparing two graphs, the corresponding decks were stored in a structure as shown in Fig. 4, to speed-up the deck-isomorphism checking. In case the two decks were concluded to be different at any stage, the next graph pair was considered. If a pair of decks are found to be isomorphic, it can be concluded that the class under consideration is not uniquely reconstructible.

: Each graph's deck has been stored as a list of its degree sequences comprising the vertex-deleted graphs. When the vertex-deleted subgraphs are being formed from the main graph, their degree sequences are calculated and they are appended to the existing structure. The number of subgraphs belonging to each degree sequence is stored as 'count', which is used as a measure of potential dissimilarity between the decks under inspection.

: The various terms used have been explained below:

- *VDS* (Vertex Deleted Subgraphs): to store a vertex deleted subgraph of the current graph i.e. one graph of the deck, along with its degree sequence.
- *DS* (Degree Sequence): to store together all the vertex deleted subgraphs of a graph that have the same degree sequence, and their count.
- $mat[][]$ : represents the adjacency matrix of the graph.
- $ds[]$ : is the degree sequence array for the graph.

### III. RESULTS, LIMITING FACTORS AND FUTURE WORK

: An exhaustive approach was followed in order to work towards disproving the conjecture for Self Complementary graphs. Since no counter example was found up to graphs on 17 points, the weak reconstruction was established for all SC graphs up to 17 vertices.

: The approach is limited by various factors. The number of SC graphs increases more than exponentially and generation and storage of these graphs becomes a problem. If we go by the way of exhaustive checking of RC for the whole class, the deck isomorphism checking for unlabeled graphs involves a large amount of computation(As discussed in Sec.II-B , the isomorphism problem is neither Polynomial time, nor NP-Complete). Thus, progress using exhaustive approach is limited by the computational power.

: A possible approach could be to prune graphson the basis of various properties to form classes, accounting for the rapid increase in numbers(Sec.II-D). These classes are not necessarily mutually disjoint but jointly exhaustive, such that inter-class graph comparisons are not necessary,

thereby reducing the amount of computation required, in terms of both space and time. Cluster computing or parallel programming can be used, but that can take the endeavor only one step further. A search for a counterexample can end only when one has actually been found.

: Having validated the weak reconstruction of Self-Complementary graphs through exhaustive verification up to 17 vertices, proving the Reconstruction Conjecture for SC Graphs requires the establishment of their Recognizability.

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## APPENDIX

: For any natural number  $n$ , there are no SC graphs on  $4n + 2$  and  $4n + 3$  vertices, [23]. Listing of no. of SC graphs up till 31 vertices is given by Sloane[26]. Table at the bottom gives the listing up till 101 vertices. It has been computed using the following formula given by [23].

: Let  $\sigma_k$  be the number of SC graphs on  $k$  vertices,  $d(q, r)$  be the highest common factor of  $q$  and  $r$ ,  $(j)$  denotes summation for  $j_1 + 2j_2 + 3j_3 + \dots + nj_n = n$  and  $k_s = j_{4s}$ , then

$$\sigma_{4N} = \sum_{(k)} \frac{2^R}{\prod_{s=1}^N s^{k_s} \cdot k_s!}$$

where

$$R = 2 \sum_{s=1}^N k_s (s k_s - 1) + 4 \sum_{1 \leq \alpha < \beta \leq N} k_\alpha k_\beta d(\alpha, \beta)$$

and

$$\sigma_{4N+1} = \sum_{(k)} \frac{2^{R'}}{\prod_{s=1}^N s^{k_s} \cdot k_s!}$$

where

$$R' = \sum_{s=1}^N k_s (2s k_s - 1) + 4 \sum_{1 \leq \alpha < \beta \leq N} k_\alpha k_\beta d(\alpha, \beta)$$

No. of vertices	No. of SC Graphs	No. of digits
1	1	1
4	1	1
5	2	1
8	10	2
9	36	2
12	720	3
13	5600	4
16	703760	6
17	11220000	8
20	9168331776	10
21	293293716992	12
24	1601371799340544	16
25	102484848265030656	18
28	3837878966366932639744	22
29	491247277315343649710080	24
32	128777257564337108286016980992	30
33	32966971058719932671168222859264	32
36	61454877497308462618188532330410573824	38
37	31464896751148469761776612436741418123264	41
40	422314689395950135433730499958070655419345928192	48
41	432450241375084625203842385525712986695638650716160	51
44	42212719131645422777548356264779042838046660873019415068672	59
45	86451648772960820810227973522344613012705089582510742383362048	62
48	61884500688928356709112328796632495887462959964095015033841526613475328	71
49	2053478914819948612803903676075186232494358274831681440285654319521071104000	76
52	1339918336786507094228440210984221898552014135674856441259260891574069074668524929024	85
53	10976611022317282621962820943232989803046532172808707107918382132057567460666123980111872	89
56	431032551878974759633719601128733652032040321118483003619093693713491000324152998932957823483510784	99
57	7062037329984837069952278475963080483945087195298223813770430454459585226244201989956841238095158312960	103
60	2070611242694996407173747823074156005629069198805433892808389179661338978711794041770489821148286755146482801704960	115

61	67849789200629444542224128932378096377296625055090339559471966219706193453268484787576420406501130798055917964390039552	119
64	149203264336484720095016247814949538021562046303278771936611682711188585667279315272321413811185196875595690865500457245516599656448	132
65	9778185131555860580653308797798159225822284132410774073498411040916851223243860837971166366815678314107998752957404698003213006781022208	136
68	161900848951598125922102268348274406927651321450449665581675617732454860248879488944014897508474614218151466763396272067235453567049272027118181548032	150
69	21220668073783869247959864307156165484013171654650772916763943394029199297540341718175286846699876125635003159535688628862636060376108647802659092677263360	155
72	265470535637905592920486371298931321812763903180076940405327459440380849360413735101049838607502256244469147877803424887373170034661319568604549004911661980510574346240	169
73	695915080942631236783977078669218752668281018309497989765767218998018679614933199959215730269451918584309173295516981430082962221077114245985284385770379081577130059748081664	174
76	659815347203130704718396676527918606269829296456485444576342226280280781022061748227086634768047400194662842649127632935670482530781830425344046435419624192224493419861363519618091086512128	189
77	34593326875442083515034581382953466518586107861208256979133311581000083686448692744624238401839138403084821404189180884505032830131842815959426804814410030249788029524831615029411122045482172416	195
80	2492711904411947711784442242180114275040631876366855212544688065087440776228057519719457583897794378058136705185502485810828008387073878632086861112002997088381389354254294441125420150605642077539002065858068480	211



No. of vertices	No. of SC Graphs	No. of digits
81	261379787788066248381893784432 358748599937185633737655731328 471298711235975024142007787467 498820630220524958537795800413 427774083069638061203812229145 778967002412151875405831456207 061407378384853940210846606727 4727424	217
84	143500180100207479114997189998 243862065540710190653850003333 819219400329763364736982700570 090472547380911009106852674830 812739206191280315369399095478 437471175257155465483947177581 332000048787390822621023311840 029743733810242498068480	234
85	300941689697510315240870035084 081885319109136917752219573706 986858476981024828585725084639 468252754069591552848951249304 303042586471904134865102515972 545201114567895301002357392115 989584048323232069154568737481 977621471324827215676259172352	240
88	126168052976356528017519464279 970380277246821645939532372117 786703617869491956079915156082 774256576345576135739799953970 896301446268644234425118898688 586793035588197774593492959263 752273662468394418895918966369 058683145825983584770262848456 903118303090704384	258
89	529187169270944090889981319556 369590445137244678795761778453 210660885257808496158528337839 545292996698799615169820977453 514666532275140114735433351477 361281588332949207084604669740 372448219564012348196733416859 665668093100517163412258909324 155360897097785281609728	264
92	169770091802294282623679980610 422948987480327508574748590219 251031687819084930652545336081 430303711088985854118477785758 308078696702827775637544817404 586921103270872330885802661077 601303715854098902152334825144 391186784527220692327515048706 803886992911981708632422630946 5545826631680	283

93	142413475025346023757126054636 489404110596945809534964721760 594089997064734029292487479224 694619622039351997502242950870 283643603609077989391316793869 702506201493004714417257399507 167816588476383580348334263512 643676670548312313904506066078 215275378061616438550112413902 00362471977318875136	290
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