Resolvability and Configurations

Eric Mendelsohn

University of Toronto

A configuration, $\mathcal{C}$, is a partial triple system with a "small" number of blocks. There are four different concepts which could be used to define $\mathcal{C} - Resolvable\ triple\ systems$. In this talk we outline these concepts relate them to previous work on these nascent ideas. We present some examples and results for some configurations like the triangle and the Pasch. We also deal with the situation where a triple system has **no** parallel class of a configuration $\mathcal{C}$.