

# The design of blocked experiments when the average replication is very low

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However, recent work shows that when there are blocks and the average replication is less than 2 then the best designs are far from obvious.

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If field operations have been primarily in one direction for a long time, then it is reasonable to divide the fields into blocks whose length runs along that direction.



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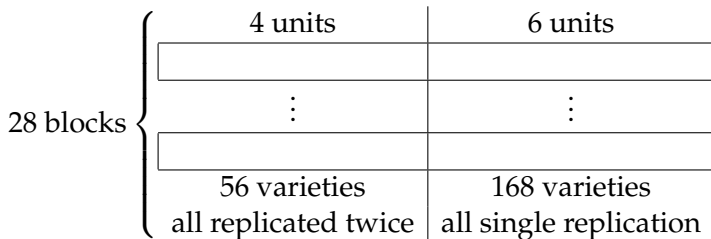
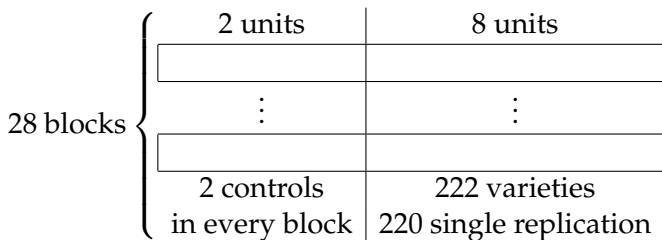
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Even more extreme: 2 uninteresting controls in each block.

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# The problem

We are given  $b$  blocks of size  $k$ . We are given  $v$  varieties.  
Assume that

$$\text{average replication} = \bar{r} = \frac{bk}{v} \leq 2.$$

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What makes a block design good?

## A-optimal designs

We measure the response  $Y$  on the plot with variety  $i$  in block  $D$ , and assume that

$$Y = \tau_i + \beta_D + \text{random noise},$$

where the random noise is  $N(0, \sigma^2)$ , independently for each plot.

Put

$$V_{ij} \sigma^2 = \begin{array}{l} \text{variance of the best linear unbiased estimator} \\ \text{for } \tau_i - \tau_j; \end{array}$$

$$V_T = \sum_{i=1}^{v-1} \sum_{j=i+1}^v V_{ij} \propto \text{sum of variances of variety differences.}$$

A block design is **A-optimal** if it minimizes  $V_T$ .

# Silly names just for this talk

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a **queen-bee** if it occurs in every block;

a **worker** otherwise.

Is it better to put all the drones into one block (or a few blocks),  
or are they better distributed equally among all the blocks?

# How should we distribute the drones?

Block  $A$   
 $n$  drones

Block  $B$   
 $m$  drones

If  $i$  is a drone in block  $A$  and  $j$  is a drone in block  $B$  then

$$V_{ij} = 2 + V_{AB},$$

where  $V_{AB}\sigma^2$  is the variance of the estimator of the difference between the block effects of  $A$  and  $B$  in the design obtained by ignoring the drones.



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Then we have to remove  $m$  non-drones from block A, and this increases the variances between these  $n + m$  drones and the remaining  $v - n - m$  varieties.

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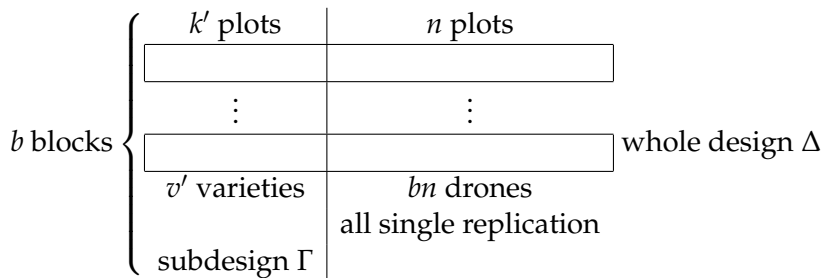
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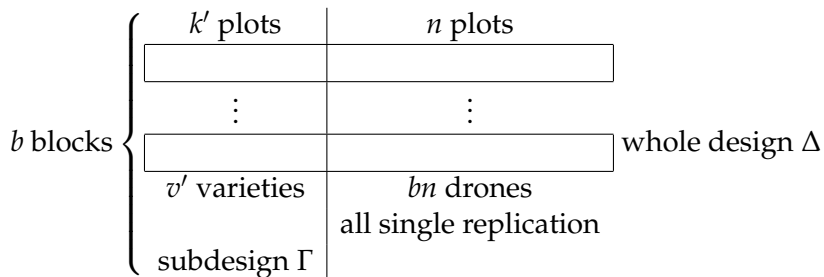
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Then we have to remove  $m$  non-drones from block  $A$ , and this increases the variances between these  $n + m$  drones and the remaining  $v - n - m$  varieties. This more than compensates for the original reduction in variance.

From now on, distribute drones as equally as possible

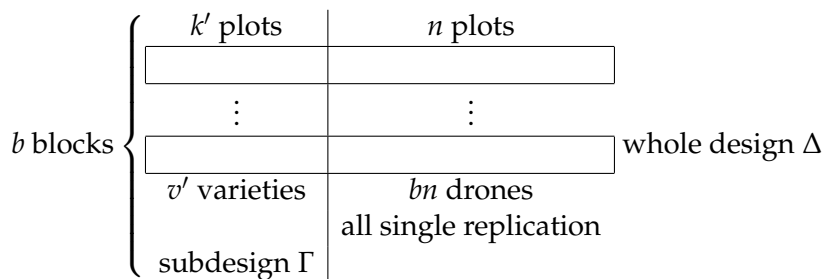


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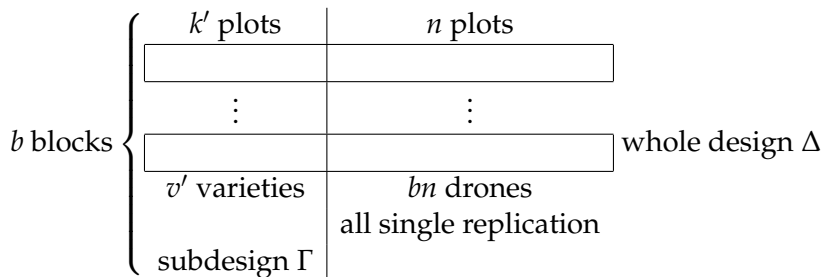
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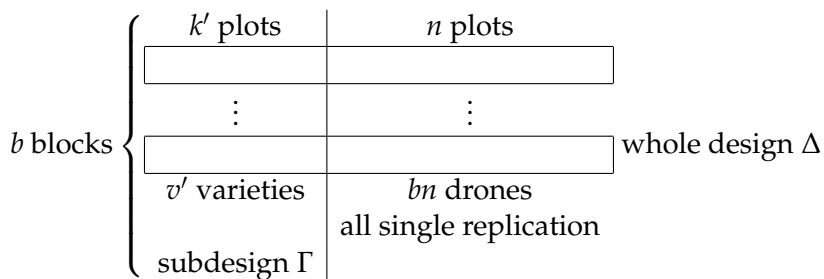
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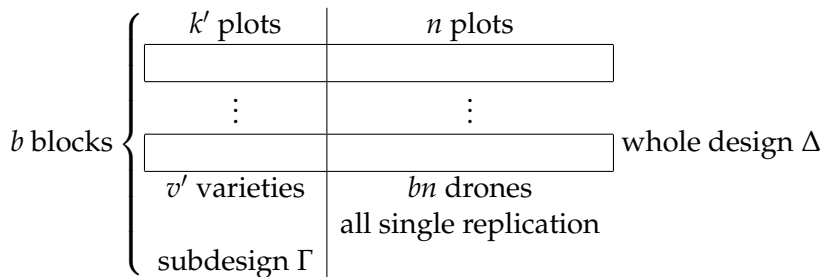


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# Sum of the pairwise variances

Theorem (cf. Herzberg and Jarrett, 2007)

*If there are  $n$  drones in each block of  $\Delta$ ,  
and the core subdesign  $\Gamma$  has  $v'$  varieties in  $b$  blocks of size  $k'$   
then the sum of the variances of variety differences in  $\Delta$*

$$= V_T(\Delta) = bn(bn + v' - 1) + V_T(\Gamma) + nV_{BT}(\Gamma) + n^2V_B(\Gamma),$$

*where*

$V_T(\Gamma)$  = *the sum of the variances of variety differences in  $\Gamma$*

$V_B(\Gamma)$  = *the sum of the variances of block differences in  $\Gamma$*

$V_{BT}(\Gamma)$  = *the sum of the variances of (the estimators of) sums  
of one variety effect and one block effect in  $\Gamma$ .*

## Sum of variances in whole design if $\Gamma$ is equi-replicate

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If  $\Gamma$  is equi-replicate with replication  $r'$  then

$$\frac{k'}{b}V_B(\Gamma) - b = \frac{r'}{v'}V_T(\Gamma) - v';$$

$$V_{BT}(\Gamma) = \frac{2b}{v'}V_T(\Gamma) + \frac{v'}{k'}(b - v' - 1),$$

so  $V_B(\Gamma)$  and  $V_{BT}(\Gamma)$  are both increasing functions of  $V_T(\Gamma)$ .

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### Consequence

*For any given  $k'$ , use the core subdesign  $\Gamma$  which minimizes  $V_T(\Gamma)$ .*

## Sum of variances in whole design if there are many drones

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## Consequence

*If  $v$  is large then  $n$  is large, so we need to focus on reducing  $V_B(\Gamma)$ , so it may be best to increase the number of drones and decrease  $k'$  (the size of blocks in the core subdesign  $\Gamma$ ), so that average replication within  $\Gamma$  is more than 2.*

## An example of this non-intuitive result

If there are  $4(2 + n)$  varieties in 4 blocks of size  $4 + n$ , the design on the left is A-better than the design on the right if and only if  $n < 50$ .

1	2	3	4	$n$ drones
1	2	5	6	$n$ drones
3	6	7	8	$n$ drones
4	5	7	8	$n$ drones

1	2	3	$n + 1$ drones
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4	5	7	8	$n$ drones	2	3	4	$n + 1$ drones

Note that the core subdesign  $\Gamma$  on the right is the **dual of a balanced incomplete-block design** because every pair of blocks have the same number of varieties in common.

# A definite result

## Theorem

*Suppose that we are given  $b$  blocks of size  $k$ , and  $v$  varieties.*

*For  $i = 1, 2$ , let design  $\Delta_i$  have core subdesign  $\Gamma_i$  with block size  $k_i$ , where  $k_1 > k_2$ .*

*If  $\Gamma_1$  is the dual of a balanced incomplete-block design then  $\Delta_2$  is worse than  $\Delta_1$  on the  $A$  criterion, no matter how big  $v$  is.*

## An example of the good result

If there are  $4n + 6$  varieties in 4 blocks of size  $3 + n$ , the design on the left is A-better than the design on the right, for all values of  $n$ .

1	2	3	$n$ drones
1	4	5	$n$ drones
2	4	6	$n$ drones
3	5	6	$n$ drones

1	2	$n + 1$ drones
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# Strategy

Given  $b$ ,  $v$  and  $k$ , how do we find an A-optimal design for  $v$  varieties in  $b$  blocks of size  $k$  when

$$\frac{bk}{2} \leq v \leq b(k-1) + 1?$$

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Case 4.  $2 < k_0 < b - 1$  (small  $k_0$  but not Case 2).

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## Case 1. Only 2 blocks, of size $k$

Morgan and Jin (2007) showed that the A-optimal designs are those with  $2n$  drones and  $q$  queen bees, where  $n = n_0 = v - k$  and  $q = k' = k_0 = k - n_0 = 2k - v$ .

1	2	3	4	...	$q$	$A_1$	$A_2$	$A_3$	...	$A_n$
1	2	3	4	...	$q$	$B_1$	$B_2$	$B_3$	...	$B_n$
queens						drones				

## Case 1 continued. 3 blocks of size $k$

Using the nice theorem, RAB has shown that the A-optimal designs are as follows when  $v$  is divisible by 3 (and presumably small changes deal with the other cases).

There are  $3w$  workers and  $3n$  drones,  
 where  $3w = 3k - v$  and  $n = n_0 = k - 2w$  and  $k' = k_0 = 2w$ .

1	2	4	5	...	$3w - 2$	$3w - 1$	$A_1$	$A_2$	$A_3$	...	$A_n$
1	3	4	6	...	$3w - 2$	$3w$	$B_1$	$B_2$	$B_3$	...	$B_n$
2	3	5	6	...	$3w - 1$	$3w$	$C_1$	$C_2$	$C_3$	...	$C_n$

$w$  copies of design using all pairs from 3
 drones

## Case 2. $v = b(k - 1) + 1$

This is the maximum number of varieties that can be tested in  $b$  blocks of size  $k$  with all comparisons estimable.

Mandal, Shah and Sinha (1991), for  $k = 2$ , and Bailey and Cameron (2013), for general block size, showed that, no matter how many blocks there are, the A-optimal design has the following form.

1	$A_1$	$A_2$	$A_3$	...	$A_{k-1}$
1	$B_1$	$B_2$	$B_3$	...	$B_{k-1}$
1	$C_1$	$C_2$	$C_3$	...	$C_{k-1}$
1	$D_1$	$D_2$	$D_3$	...	$D_{k-1}$
1	$E_1$	$E_2$	$E_3$	...	$E_{k-1}$
1 queen	$v - 1$ drones				

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2	3	$B_1$
3	4	$C_1$
4	5	$D_1$
5	6	$E_1$
6	1	$F_1$
chain		

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small  $k$  and  $b$     increase  $k$  if  $b \geq 5$

1	2	$A_1$	1	2	$A_1$	$A_2$
2	3	$B_1$	2	3	$B_1$	$B_2$
3	4	$C_1$	3	1	$C_1$	$C_2$
4	5	$D_1$	1	$D_1$	$D_2$	$D_3$
5	6	$E_1$	1	$E_1$	$E_2$	$E_3$
6	1	$F_1$	1	$F_1$	$F_2$	$F_3$
chain			smaller chain			



## Case 2 continued. $v = b(k - 1)$

The A-optimal designs were found for all cases by Krafft and Schaefer (1997).

small  $k$  and  $b$     increase  $k$  if  $b \geq 5$

then increase  $b$

1	2	$A_1$
2	3	$B_1$
3	4	$C_1$
4	5	$D_1$
5	6	$E_1$
6	1	$F_1$
chain		

1	2	$A_1$	$A_2$
2	3	$B_1$	$B_2$
3	1	$C_1$	$C_2$
1	$D_1$	$D_2$	$D_3$
1	$E_1$	$E_2$	$E_3$
1	$F_1$	$F_2$	$F_3$
smaller chain			

1	2	$A_1$	$A_2$
1	2	$B_1$	$B_2$
1	$C_1$	$C_2$	$C_3$
1	$D_1$	$D_2$	$D_3$
1	$E_1$	$E_2$	$E_3$
1	$F_1$	$F_2$	$F_3$
1	$G_1$	$G_2$	$G_3$
1 queen			

## Case 2 continued. $v = b(k - 1)$

The A-optimal designs were found for all cases by Krafft and Schaefer (1997).

small  $k$  and  $b$     increase  $k$  if  $b \geq 5$     then increase  $b$

1	2	$A_1$	1	2	$A_1$	$A_2$	1	2	$A_1$	$A_2$
2	3	$B_1$	2	3	$B_1$	$B_2$	1	2	$B_1$	$B_2$
3	4	$C_1$	3	1	$C_1$	$C_2$	1	$C_1$	$C_2$	$C_3$
4	5	$D_1$	1	$D_1$	$D_2$	$D_3$	1	$D_1$	$D_2$	$D_3$
5	6	$E_1$	1	$E_1$	$E_2$	$E_3$	1	$E_1$	$E_2$	$E_3$
6	1	$F_1$	1	$F_1$	$F_2$	$F_3$	1	$F_1$	$F_2$	$F_3$
chain			smaller chain				1 queen			

Youden and Connor (1953) had recommended chain designs.

### Case 3. $k \geq k_0 \geq b - 1$

For simplicity, assume that  $b$  divides  $2v$ , so that

$$n_0 = \frac{2v - bk}{b} = \text{minimum number of drones per block.}$$

Then

$$\frac{b(2k - b + 1)}{2} \geq v \geq \frac{bk}{2} \geq \frac{b(b - 1)}{2}.$$

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$$\frac{b(2k - b + 1)}{2} \geq v \geq \frac{bk}{2} \geq \frac{b(b - 1)}{2}.$$

Let  $\Gamma_0$  be the design for  $b(b - 1)/2$  varieties replicated twice in  $b$  blocks of size  $b - 1$

in such a way that

there is one variety in common to each pair of blocks.

This is the dual of a balanced-incomplete block design and so is A-optimal for these numbers.

Case 3 continued.  $k \geq k_0 \geq b - 1$

If  $k_0 = s(b - 1)$  then take  $\Gamma$  to be  $s$  copies of  $\Gamma_0$ .  
The resulting whole design  $\Delta$  is always  $A$ -optimal.

## Case 3 continued. $k \geq k_0 \geq b - 1$

If  $k_0 > b - 1$  but  $k_0$  is not a multiple of  $b - 1$ ,  
then the following strategy seems likely to be good  
(but  $\Delta$  is not  $A$ -optimal when  $b = k_0 = 4$  and  $v$  is very large).

## Case 3 continued. $k \geq k_0 \geq b - 1$

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 $n_0 =$  minimal number of drones per block.

### Construction Method

1. *put  $n_0$  drones in each block;*

## Case 3 continued. $k \geq k_0 \geq b - 1$

If  $k_0 > b - 1$  but  $k_0$  is not a multiple of  $b - 1$ ,  
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 $n_0 =$  minimal number of drones per block.

### Construction Method

1. *put  $n_0$  drones in each block;*
2. *put in one copy of  $\Gamma_0$ ;*



## Case 3 continued. $k \geq k_0 \geq b - 1$

If  $k_0 > b - 1$  but  $k_0$  is not a multiple of  $b - 1$ , then the following strategy seems likely to be good (but  $\Delta$  is not A-optimal when  $b = k_0 = 4$  and  $v$  is very large).  
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### Construction Method

1. *put  $n_0$  drones in each block;*
2. *put in one copy of  $\Gamma_0$ ;*
3. *put in as many further copies of  $\Gamma_0$  as possible;*

## Case 3 continued. $k \geq k_0 \geq b - 1$

If  $k_0 > b - 1$  but  $k_0$  is not a multiple of  $b - 1$ , then the following strategy seems likely to be good (but  $\Delta$  is not A-optimal when  $b = k_0 = 4$  and  $v$  is very large).  
 $n_0 =$  minimal number of drones per block.

### Construction Method

1. *put  $n_0$  drones in each block;*
2. *put in one copy of  $\Gamma_0$ ;*
3. *put in as many further copies of  $\Gamma_0$  as possible;*
4. *in any remaining space, use a good design for workers with replication 2 (so long as there is at least one copy of  $\Gamma_0$ , it probably doesn't make much difference which one is used).*

# Case 3. Example: $b = 8$ and $k = 15$ (so $60 \leq v \leq 92$ )

60 varieties: all workers ( $n_0 = 0$ )

1	2	3	4	5	6	7	29	30	31	32	33	34	35	57
1	8	9	10	11	12	13	29	36	37	38	39	40	41	57
2	8	14	15	16	17	18	30	36	42	43	44	45	46	58
3	9	14	19	20	21	22	31	37	42	47	48	49	50	58
4	10	15	19	23	24	25	32	38	43	47	51	52	53	59
5	11	16	20	23	26	27	33	39	44	48	51	54	55	59
6	12	17	21	24	26	28	34	40	45	49	52	54	56	60
7	13	18	22	25	27	28	35	41	46	50	53	55	56	60
one copy of $\Gamma_0$							another copy of $\Gamma_0$							

# Case 3. Example: $b = 8$ and $k = 15$ (so $60 \leq v \leq 92$ )

76 varieties: 44 workers, 32 drones ( $n_0 = 4$ )

1	2	3	4	5	6	7	29	30	31	32	$A_1$	$A_2$	$A_3$	$A_4$
1	8	9	10	11	12	13	33	34	35	36	$B_1$	$B_2$	$B_3$	$B_4$
2	8	14	15	16	17	18	37	38	39	40	$C_1$	$C_2$	$C_3$	$C_4$
3	9	14	19	20	21	22	41	42	43	44	$D_1$	$D_2$	$D_3$	$D_4$
4	10	15	19	23	24	25	29	33	37	41	$E_1$	$E_2$	$E_3$	$E_4$
5	11	16	20	23	26	27	30	34	38	42	$F_1$	$F_2$	$F_3$	$F_4$
6	12	17	21	24	26	28	31	35	39	43	$G_1$	$G_2$	$G_3$	$G_4$
7	13	18	22	25	27	28	32	36	40	44	$H_1$	$H_2$	$H_3$	$H_4$
$\Gamma_0$							16 workers replication 2				drones			

# Case 3. Example: $b = 8$ and $k = 15$ (so $60 \leq v \leq 92$ )

92 varieties: 28 workers, 64 drones ( $n_0 = 8$ )

1	2	3	4	5	6	7	$A_1$	$A_2$	$A_3$	$A_4$	$A_5$	$A_6$	$A_7$	$A_8$
1	8	9	10	11	12	13	$B_1$	$B_2$	$B_3$	$B_4$	$B_5$	$B_6$	$B_7$	$B_8$
2	8	14	15	16	17	18	$C_1$	$C_2$	$C_3$	$C_4$	$C_5$	$C_6$	$C_7$	$C_8$
3	9	14	19	20	21	22	$D_1$	$D_2$	$D_3$	$D_4$	$D_5$	$D_6$	$D_7$	$D_8$
4	10	15	19	23	24	25	$E_1$	$E_2$	$E_3$	$E_4$	$E_5$	$E_6$	$E_7$	$E_8$
5	11	16	20	23	26	27	$F_1$	$F_2$	$F_3$	$F_4$	$F_5$	$F_6$	$F_7$	$F_8$
6	12	17	21	24	26	28	$G_1$	$G_2$	$G_3$	$G_4$	$G_5$	$G_6$	$G_7$	$G_8$
7	13	18	22	25	27	28	$H_1$	$H_2$	$H_3$	$H_4$	$H_5$	$H_6$	$H_7$	$H_8$
$\Gamma_0$							drones							

## Case 4. $2 < k_0 < b - 1$

For various values of  $k_i \leq k_0$ ,  
find the best core subdesign  $\Gamma_i$  for  $v'_i$  varieties in  $b$  blocks of  
size  $k_i$ .

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For various values of  $k_i \leq k_0$ ,  
find the best core subdesign  $\Gamma_i$  for  $v_i'$  varieties in  $b$  blocks of  
size  $k_i$ . (For equi-replicate core subdesigns,  
it is often easier to find the best dual design, which is obtained  
by interchanging the roles of blocks and varieties.)

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it is often easier to find the best dual design, which is obtained  
by interchanging the roles of blocks and varieties.)

$V_T(\Gamma_i)$  = the sum of the variances of variety differences in  $\Gamma_i$

$V_B(\Gamma_i)$  = the sum of the variances of block differences in  $\Gamma_i$

$V_{BT}(\Gamma_i)$  = the sum of the variances of sums of  
one variety and one block in  $\Gamma_i$ .

If there are  $n_i$  drones in each block then, in the whole design  $\Delta$ ,

$$V_T(\Delta) = bn_i(bn_i + v'_i - 1) + V_T(\Gamma_i) + n_i V_{BT}(\Gamma_i) + n_i^2 V_B(\Gamma_i).$$



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$$V_T(\Delta) = bn_i(bn_i + v'_i - 1) + V_T(\Gamma_i) + n_i V_{BT}(\Gamma_i) + n_i^2 V_B(\Gamma_i).$$

Use this formula to find the core subdesign which gives the  
smallest  $V_T(\Delta)$ .

## Case 4. $2 < k_0 < b - 1$

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If there are  $n_i$  drones in each block then, in the whole design  $\Delta$ ,

$$V_T(\Delta) = bn_i(bn_i + v'_i - 1) + V_T(\Gamma_i) + n_i V_{BT}(\Gamma_i) + n_i^2 V_B(\Gamma_i).$$

Use this formula to find the core subdesign which gives the  
smallest  $V_T(\Delta)$ .

As the number of varieties increases, it becomes more  
important to choose  $\Gamma_i$  with a small value of  $V_B(\Gamma_i)$ .

Case 4 continued.  $k_0 = 4 < b - 1$ ,  $V_B(\Gamma_i) \div b(b - 1)/2$

Best design for  $b$  blocks known to RAB

$k_i$	$\Gamma_1$ 2 2 queens, both boring	$\Gamma_2$ 3 2 queens, 2 workers (rep 2) $b - 4$ drones	$\Gamma_3$ 3 $b$ workers rep 3	$\Gamma_4$ 4 $2b$ workers rep 2
$b = 6$	1	1 <sup>-</sup>	0.85	0.87
$b = 7$	1	1 <sup>-</sup>	0.86	0.92
$b = 8$	1	1 <sup>-</sup>	0.89	0.93
$b = 9$	1	1 <sup>-</sup>	0.92	
$b = 10$	1	1 <sup>-</sup>		
$b = 11$	1	1 <sup>-</sup>		
$b = 12$	1	1 <sup>-</sup>	0.98	
$b = 13$	1	1 <sup>-</sup>	1	1.07
$b = 14$	1	1 <sup>-</sup>		
$b = 15$	1	1 <sup>-</sup>	1.01	1.08

Case 4 continued.  $k_0 = 4 < b - 1$ ,  $V_B(\Gamma_i) \div b(b - 1)/2$

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$b = 6$	1	1 <sup>-</sup>	0.85	0.87
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$b = 8$	1	1 <sup>-</sup>	0.89	0.93
$b = 9$	1	1 <sup>-</sup>	0.92	
$b = 10$	1	1 <sup>-</sup>		
$b = 11$	1	1 <sup>-</sup>		
$b = 12$	1	1 <sup>-</sup>	0.98	
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As  $v$  increases,  $\Gamma_3$  becomes better than  $\Gamma_4$ .

Case 4 continued.  $k_0 = 4 < b - 1$ ,  $V_B(\Gamma_i) \div b(b - 1)/2$

Best design for  $b$  blocks known to RAB

$k_i$	$\Gamma_1$ 2 2 queens, both boring	$\Gamma_2$ 3 2 queens, 2 workers (rep 2) $b - 4$ drones	$\Gamma_3$ 3 $b$ workers rep 3	$\Gamma_4$ 4 $2b$ workers rep 2
$b = 6$	1	1 <sup>-</sup>	0.85	0.87
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$b = 8$	1	1 <sup>-</sup>	0.89	0.93
$b = 9$	1	1 <sup>-</sup>	0.92	
$b = 10$	1	1 <sup>-</sup>		
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$b = 12$	1	1 <sup>-</sup>	0.98	
$b = 13$	1	1 <sup>-</sup>	1	1.07
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$b = 15$	1	1 <sup>-</sup>	1.01	1.08

As  $v$  increases,  $\Gamma_3$  becomes better than  $\Gamma_4$ .

If  $b \geq 14$ , then, as  $v$  increases,  $\Gamma_1$  and  $\Gamma_2$  become better than  $\Gamma_3$ .

Case 4 continued.  $2 < k_0 < b - 1$  when  $b = 8$ :  
 $k_0 = 6$  so  $v = 8k - 24$

$k = k_0 = 6$ , and 24 varieties, all workers, all replicated twice.

A	1	2	3	4	5	6
B	7	8	9	10	11	12
C	1	7	13	14	15	16
D	2	8	17	18	19	20
E	3	9	13	17	21	22
F	4	10	14	18	23	24
G	5	11	15	19	21	23
H	6	12	16	20	22	24

(One worker for each pair of blocks  
except for  $\{A, B\}$ ,  $\{C, D\}$ ,  $\{E, F\}$  and  $\{G, H\}$ .)

Case 4 continued.  $k = 5$  and  $k = 6$  when  $b = 8$ :  
 $k_0 = 5$  so  $v = 8k - 20$

$k = 5$

20 varieties:

20 workers, no drones

1	2	3	4	5
6	7	8	9	10
1	11	12	13	14
2	6	15	16	17
3	7	11	18	19
4	8	12	15	20
5	9	13	16	18
10	14	17	19	20

$k = 6$

28 varieties:

20 workers, 8 drones

1	2	3	4	5	$A_1$
6	7	8	9	10	$B_1$
1	11	12	13	14	$C_1$
2	6	15	16	17	$D_1$
3	7	11	18	19	$E_1$
4	8	12	15	20	$F_1$
5	9	13	16	18	$G_1$
10	14	17	19	20	$H_1$

Case 4 continued.  $k = 5$  and  $k = 6$  when  $b = 8$ :  
 $k_0 = 4$  so  $v = 8k - 16$

$k = 5$

24 varieties:

16 workers, 8 drones

1	2	3	4	$A_1$
5	6	7	8	$B_1$
9	10	11	12	$C_1$
13	14	15	16	$D_1$
1	5	9	13	$E_1$
2	6	10	14	$F_1$
3	7	11	15	$G_1$
4	8	12	16	$H_1$

$k' = 4$

rep = 2

$k = 6$

32 varieties:

8 workers, 24 drones

1	2	4	$A_1$	$A_2$	$A_3$
2	3	5	$B_1$	$B_2$	$B_3$
3	4	6	$C_1$	$C_2$	$C_3$
4	5	7	$D_1$	$D_2$	$D_3$
5	6	8	$E_1$	$E_2$	$E_3$
6	7	1	$F_1$	$F_2$	$F_3$
7	8	2	$G_1$	$G_2$	$G_3$
8	1	3	$H_1$	$H_2$	$H_3$

$k' = 3$

rep 3



Case 4 continued.  $k = 5$  and  $k = 6$  when  $b = 8$ :  
 $k_0 = 3$  so  $v = 8k - 12$

$k = 5$

28 varieties:

12 workers, 16 drones

1	2	3	$A_1$	$A_2$
1	4	5	$B_1$	$B_2$
4	6	7	$C_1$	$C_2$
6	8	9	$D_1$	$D_2$
2	8	10	$E_1$	$E_2$
5	10	11	$F_1$	$F_2$
7	11	12	$G_1$	$G_2$
3	9	12	$H_1$	$H_2$

$k = 6$

36 varieties:

12 workers, 24 drones

1	2	3	$A_1$	$A_2$	$A_3$
1	4	5	$B_1$	$B_2$	$B_3$
4	6	7	$C_1$	$C_2$	$C_3$
6	8	9	$D_1$	$D_2$	$D_3$
2	8	10	$E_1$	$E_2$	$E_3$
5	10	11	$F_1$	$F_2$	$F_3$
7	11	12	$G_1$	$G_2$	$G_3$
3	9	12	$H_1$	$H_2$	$H_3$

# Health Warnings

The overall message is that there can be phase changes as the spare capacity for replication  $(bk - v)$  decreases. Therefore it is necessary to compare core subdesigns  $\Gamma_i$  which have different block size  $k_i$ .

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Although this overall message is correct, no one but me has checked the arithmetic in the examples presented, so individual cases may be wrong.

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Although this overall message is correct, no one but me has checked the arithmetic in the examples presented, so individual cases may be wrong.

This work is progress, not a finished project.