

We explore a technique for encoding and decoding constant weight binary codes that is based on the geometric notion of a dissection of a polyhedron. Our technique is based on embedding the codebook in a Euclidean space of dimension equal to the weight of the code. The encoder and decoder mappings are then interpreted as a bijection between a certain hyper-rectangle and polytope in this Euclidean space. The bijection is obtained through a suitable dissection. Earlier, an inductive dissection algorithm had been developed for constructing such a bijection. In this presentation we look at sub-optimal, and potentially faster, dissection techniques.