

### 4.1.2 Unreal, but unavoidable

Mathematicians have known Proposition 4.1.1 for thousands of years, and for a long time that settled the question. Unfortunately, that nasty  $\sqrt{-1}$  kept popping up in all sorts of inconvenient places. For example, about 400 years ago, it was very fashionable to study the roots of cubic polynomials such as  $x^3 - 15x - 4 = 0$ . A mathematician named Bombelli came up with a formula for a solution that eventually simplified to:  $x = (2 + \sqrt{-1}) + (2 - \sqrt{-1})$ . By canceling out the  $\sqrt{-1}$  terms, he got the correct solution  $x = 4$ . But how can you cancel something that doesn't exist?

Since mathematicians couldn't completely avoid those embarrassing  $\sqrt{-1}$ 's, they decided to put up with them as best they could. They called  $\sqrt{-1}$  an *imaginary* number, just to emphasize that it wasn't up to par with the *real* numbers. They also used the symbol  $i$  to represent  $\sqrt{-1}$ , to make it less conspicuous (and easier to write). Finally, they created a larger set of numbers that included both real and imaginary numbers, called the *complex numbers*.<sup>4</sup>

**Definition 4.1.7.** The *complex numbers* are defined as

$$\mathbb{C} = \{a + bi : a, b \in \mathbb{R}\},$$

where  $i^2 = -1$ . If  $z = a + bi$ , then  $a$  is the **real part** of  $z$  and  $b$  is the **imaginary part** of  $z$ . (Note that the imaginary part of a complex number is a *real number*. It is the coefficient of  $i$  in the expression  $z = a + bi$ .)  $\triangle$

Examples of complex numbers include

- $1 + i$
- $5.387 - 6.432i$
- $\frac{1}{2} - \frac{\sqrt{3}}{2}i$
- $3i$  (equal to  $0 + 3i$ )
- $7.42$  (equal to  $7.42 + 0i$ ).
- $0$  (equal to  $0 + 0i$ ).

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<sup>4</sup>The web site <http://math.fullerton.edu/mathews/n2003/ComplexNumberOrigin.html> gives more information about the origin of complex numbers.