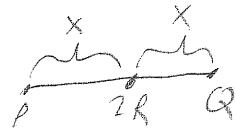
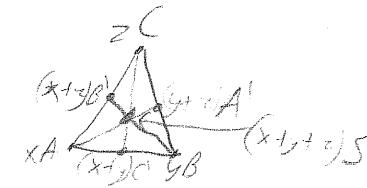


VMATTS



$$\frac{PS}{QS} = \frac{6}{a}$$



DEF: Affine combination of points P & Q is: $aP + bQ$, $a+b=1$

THM: (Euler's Theorem): In $\triangle ABC$ (top), $\frac{AC}{CB} \cdot \frac{BA'}{A'C} \cdot \frac{C'}{B} = 1$, $x+y+z=1$

PF: $xA+yB = (x+y)C$ | $yA+zC = (y+z)A'$ | $xA+zC = (x+z)B$ | $\frac{AC}{CB} = \frac{y}{x}$ | $\frac{BA'}{A'C} = \frac{z}{x}$ | $\frac{C'}{B} = \frac{x}{x+y+z}$

For $AB \parallel CD$, if \exists 4 pts A, B, C, D st. $xA+yB = yB+zD$, $AB \parallel CD$

DEF: Polar vector is a "directed line segment" with a magnitude; \overrightarrow{PQ} & \overrightarrow{RS} are equal; $QTS = PHS \Leftrightarrow \overrightarrow{PQ} = \overrightarrow{SR}$

DEF: Covector is a "directed pair of lines";

DEF: axial vector is an ^{axis of} rotation, a magnitude, and a "sense of rotation"

DEF: a basis for a vector space V is a set $\{\vec{e}_i\}$ s.t. $\forall v \in V, v = \sum a_i \vec{e}_i$

Polar/covector bases:



DEF: twisted scalar is a polar w/ a rotation: (a) (in 3D it has a handedness)

DEF: bivector is an area w/ rotation: (a)

DEF: Twisted vector is a magnitude and handedness: (t)

DEF: A vector space over \mathbb{K} ($\mathbb{K} = \mathbb{R}, \mathbb{C}$) is a set of V things called vectors

such that: $\forall \bar{v}, \bar{w} \in V$, $\bar{v} + \bar{w} \in V$ & each, $a\bar{v} \in V$, and: $\forall \bar{v}, \bar{w} \in V$, $a, b \in \mathbb{K}$,
ass. GC. 1) $\bar{v} + (\bar{w} + \bar{u}) = (\bar{v} + \bar{w}) + \bar{u}$ | 2) $\bar{v} + \bar{w} = \bar{w} + \bar{v}$ | 3) $\bar{0} \in V$ s.t. $\bar{0} + \bar{v} = \bar{v}$ | 4) $\exists (v) \in V$ s.t. $\bar{v} + (v) = \bar{v}$
5) $a(b\bar{v}) = (ab)\bar{v}$ | 6) $1 \cdot \bar{v} = \bar{v}$ | 7) $a(\bar{v} + \bar{w}) = a\bar{v} + a\bar{w}$ | 8) $(a+b)\bar{v} = a\bar{v} + b\bar{v}$

DEF: A linear combination $\sum a_i \bar{v}_i$ is an expression $\sum a_i \bar{v}_i$

Given a set $S \subseteq V$ its span is the set $\langle S \rangle$ of all linear combinations of elements of V : $\langle \bar{v}, a\bar{v} \rangle = \langle S \rangle$

DEF: a set S is degenerate if some $\bar{v} \in S$ is a linear combination of vectors $\bar{s} \neq \bar{v}$, but in S . \exists a linear combination equal to $\bar{0}$, so that at one point degenerate = dependent

DEF: S is a basis of V if S is independent and $\langle S \rangle = V$

DEF: A vector space V is finite dimensional if $V = \langle S \rangle$ for a finite S

THM: V is F-D iff all bases of V have the same cardinality

Lemma: If $V = \langle S \rangle$, and no subset of S spans V , S is independent

PF: BWOC, if $V = \langle S \rangle$ & $\{S\}$ spans V , and S is dependent. Then, $S - \{\bar{v}\}$ spans V .

Cor: Any finite spanning set contains a basis

THM: If $|S| = n$, $T \subset \langle S \rangle$, with $|T| > n$, S is dependent

Cor: All bases of an F-D space have the same size

1 covector • polar vector = scalar  $\bar{w} \cdot \bar{v} = PQ/PR$

2 polar vector + polar vector;  $PQ + QS = PS$

3 covector + covector;  $w_1 + w_2 = \bar{w}$

4 polar • polar = axial;  $\bar{PQ} \cdot \bar{PR} = PS, PS \perp \bar{PQ}, \bar{PR}, \text{area } PQSR$

5 point - point = polar;  $\bar{P} - \bar{Q} = w$

6 polar vector + point = point;  $\bar{P} + \bar{PQ} = S$

7 twisted vector + twisted vector;  $\bar{AC} + \bar{CB} = \bar{AB}$

8 twisted vector • twisted scalar = polar; $\phi \cdot \alpha = 1$ $\phi \cdot \beta = \beta$

9 twisted scalar • scalar = scalar

10 polar \wedge polar = bivector;  $x \wedge y = -y \wedge x$

11 polar • polar = polar • covector;  $Q \bar{v} = \alpha, \bar{PQ} \cdot \bar{QS} = \alpha$

DEF: if K is a set, let $F_K = \{a_1x_1 + \dots + a_nx_n \mid a_i \in K, x_i \in X\}$ be the set of linear combinations of x_1, \dots, x_n .

DEF: a function $f: V \rightarrow K$ is a linear functional if it is a linear map.

DEF: $V^* = \text{set of all linear functionals on } V$

DEF: $V \times W = \left\{ \underbrace{(v, w)}_{v \in V, w \in W} \mid v \in V, w \in W \right\}$

\checkmark covector $\overline{a} \cdot \overline{w}$ Quotient: if V is a subspace of W , $W/V \in$ parts of vectors: $v_1 + v_2 \in V$

\checkmark polar vector $\overline{v} \cdot \overline{v}$ \checkmark axially vector $\overline{\delta}$ \checkmark DEF: $V \subset W$ means V is a subspace of W

\checkmark bivector $\overline{v} \cdot \overline{w}$ \checkmark DEF: $\overline{v} \in V, \overline{w} \in W, \overline{v} + \overline{w} = \{ \overline{v} + \overline{w} \mid \overline{w} \in W \}$

\checkmark mixed scalar $a \cdot \overline{v}$ \checkmark DEF: $V/W = \{ \overline{v} + W \mid \overline{v} \in V \}: \overline{v}_1 + W = \overline{v}_2 + W \text{ iff } \overline{v}_1 - \overline{v}_2 \in W$

\checkmark scalar \overline{v} If V is FD, $\dim V/W = \dim V - \dim W$

\checkmark trivector $\overline{v} \cdot \overline{w} \cdot \overline{u}$ \checkmark DEF: If V, W are vector spaces, almost map $T: V \rightarrow W$ is a function s.t. $T(\overline{v}_1 + \overline{v}_2) = T(\overline{v}_1) + T(\overline{v}_2)$ and $T(a\overline{v}) = aT(\overline{v})$

\checkmark $\overline{V} \otimes \overline{W}$ \checkmark DEF: A (linear) isomorphism is a linear map which is a bijection.

If there is an isomorphism from V to W , $V \cong W$ (and V and W are isomorphic).

"Formal Products": $V \otimes W = \{ \overline{(v, w)} \mid v \in V, w \in W \}$

Let $X = \{ f: V \times W \rightarrow K \mid f \text{ is a linear isomorphism} \}$ following holds: $\forall f \in X$ and $\forall g \in X$

$$(f \circ g)(\overline{v}, \overline{w}) = f(\overline{v}, \overline{w}) + g(\overline{v}, \overline{w}) \quad (af)(\overline{v}, \overline{w}) = a f(\overline{v}, \overline{w})$$

$$f(\overline{v}) = a \overline{v} \quad g(a\overline{v}) = 1, \quad f(a\overline{v}) = a f(\overline{v}) = a \cdot a \overline{v} = a \overline{v}$$

Let $S = \{ a(\overline{v} \otimes \overline{w}) - \overline{v} \otimes a\overline{w} \mid \begin{array}{l} v \in V \\ w \in W \end{array} \}$

$$\{ (\overline{v}_1 + \overline{v}_2) \otimes \overline{w} - \overline{v}_1 \otimes \overline{w} - \overline{v}_2 \otimes \overline{w} \mid a \in K \}$$

$$\{ \overline{v} \otimes (\overline{w}_1 + \overline{w}_2) - \overline{v} \otimes \overline{w}_1 - \overline{v} \otimes \overline{w}_2 \mid a \in K \}$$

DEF: $V \otimes W = F(V \times W)/S$

THM: if $\{e_i\}$ is a basis for V , $\{f_j\}$ is a basis for W , then $\{e_i \otimes f_j\}$ is a basis for $V \otimes W$.

RE-DEF: $V \otimes W = \text{formal linear combinations of } \{e_i \otimes f_j\}$

COR: $\dim(V \otimes W) = (\dim V)(\dim W)$

DEF: an (n) -tensor is an element of $V \otimes \dots \otimes V \otimes \dots \otimes V$

e.g.: (0) -tensor V , (1) -tens. $v \in V$, (0) -tens. $a \in K$

DEF: an n -rotation of V is a direct sum $\Lambda^n V$, $\dim V = n$.

DEF: $\tilde{R} = \{ (R, a) \mid R \text{ is an rotation of } V, a \in K, a \geq 0 \} \cup \{ 0 \}$

$$\dim(\tilde{R}) = 1$$

DEF: $\tilde{V} = \tilde{R} \otimes V$

Question: \tilde{V} , $\Lambda^n V$ related?

DEF: $\Lambda^2 V = V \otimes V / S_2, \dim(\Lambda^2 V) = 1, \overline{v \otimes w} \in \Lambda^2 V$

DEF: $\Lambda^3 V = V \otimes V \otimes V / S_3, S_3 = \{ \overline{v \otimes w \otimes z} \mid v, w, z \in V \}$

$$\dim \Lambda^3 V = 1$$

Rotations:

How do rotations act on vectors?

- preserve length, addition, scalar multiplication, angles, dimension of subspace
- don't kill stuff

• preserves orientation

How can we detect length & angle in a vector space

- pick a basis

$$\bar{v} = \sqrt{e_1} + \sqrt{e_2}$$

some $f(v, v) = \theta(v)$ length of v

$$\sqrt{v^2} = \sqrt{v^2}$$

Define $\|v\| = \sqrt{\theta(v)} \cdot v$, where θ is a \mathbb{R} -morphism from V to V^*

Questions:

• Is $\bar{v}_1 \cdot \bar{v}_2 = \bar{v}_2 \cdot \bar{v}_1$ ~~No~~ Yes

• Is $\|f(v)\| \geq 0$ ~~No~~, but we can handle it

$K = \mathbb{R}$ We want to consider θ s.t. $\theta(v)(v) \geq 0$, and

if $v \neq 0$, then $\theta(v)(v) > 0$

Metric Structure

• bases s.t. $\bar{e}_i \cdot \bar{e}_j = \sum_{k=1}^n e_i^k e_j^k$ $\rightarrow \theta: V \cong V^*, \theta(v) \geq 0, \theta(v)(v) > 0$

Such a basis is orthonormal

$$\text{and } \theta(v)(v) = \theta(v/v)$$

DEF

DEF: an inner product / dot product:

Bilinear map $\cdot: V \times V \rightarrow K$ s.t.

nondegenerate: if $\bar{v}_1 \cdot \bar{v}_2 = 0 \forall \bar{v}_2$, then $\bar{v}_1 = 0$

$\bar{v} \cdot \bar{v} \geq 0$ if $\bar{v} \neq 0$

$$\bar{v}_1 \cdot \bar{v}_2 = \bar{v}_2 \cdot \bar{v}_1$$

DEF: If V is a vector space equipped with an inner product

it is called a Euclidean space

DEF: $\|v\| = \sqrt{v \cdot v}$ length of v

Pythagorean theorem $c^2 = a^2 + b^2 - 2ab \cos \theta$



$$\|v-w\|^2 = \|v\|^2 + \|w\|^2 - 2v \cdot w$$

$$\|v-w\|^2 = (v-w) \cdot (v-w) = \|v\|^2 + \|w\|^2 - 2v \cdot w = 2\|v\|\|w\| \cos \phi$$

$$\cos \phi = \frac{v \cdot w}{\|v\|\|w\|}$$

$$= \sqrt{v \cdot v} \cdot \sqrt{w \cdot w} - v \cdot w = \|v\|\|w\| - v \cdot w$$

$$\cos \phi = \frac{v \cdot w}{\|v\|\|w\|}$$

In particular $v \cdot w = 0 \Leftrightarrow \phi = 90^\circ$, i.e. v and w are "perpendicular".

DEF: a linear map or linear transformation is a map that preserves linear scalar multiplication.

dot product preserves length & angles

DEF: a lin. map $L: V \rightarrow V$ is called orthogonal if it preserves the dot product $(L\vec{v}) \cdot (L\vec{w}) = (\vec{v} \cdot \vec{w})$

DEF: a rotation is an orthogonal linear map that preserves orientation

DEF: L preserves orientation if $\Lambda^2 L$ is "not a flip"

In 2D

If V has basis $\{\vec{e}_1, \vec{e}_2\}$, $\Lambda^2 V$ has basis $\{\vec{e}_1 \wedge \vec{e}_2\}$ so

$L_0, \Lambda^2 L \vec{e}_2 = a(\vec{e}_1 \wedge \vec{e}_2)$ L preserves orientation $\Leftrightarrow a > 0$

FACT: (Cauchy-Schwarz inequality) $\langle v, w \rangle^2 \leq \langle v, v \rangle \langle w, w \rangle \Leftrightarrow |v| |w| = |\langle v, w \rangle|$

Matrices

How do we represent a linear map $L: V \rightarrow W$ in coordinates?

choose bases $\{d_i\}$, $\{e_j\}$ for V and W respectively

$$\vec{v} = \sum v^i d_i, \vec{w} = \sum w^j e_j$$

Write $L(\vec{d}_i) = \sum_{j=1}^m l_{ij} \vec{e}_j$. Then $L(\vec{v}) = L\left(\sum v^i d_i\right) = \sum v^i L(d_i) =$

$$\begin{pmatrix} l_{11} & l_{12} & \cdots & l_{1n} \\ l_{21} & l_{22} & \cdots & l_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ l_{m1} & l_{m2} & \cdots & l_{mn} \end{pmatrix}$$

this is an $m \times n$ matrix

If $A: V \rightarrow W$, $B: W \rightarrow U$, A has matrix (a_{ij}) (i.e. (a_{ij})) in some basis $\{c_i\}$, $\{d_j\}$, $\{e_k\}$ Then $B \circ A$ has matrix (g_{ik}) (i.e. (g_{ik}))

$$B(A(c_i)) = B\left(\sum a_{ij} d_j\right) = \sum a_{ij} B(d_j) = \sum a_{ij} \sum b_{jk} e_k \quad B \circ A(c_i) = \sum g_{ik} e_k$$

$$\sum_{j=1}^n (a_{ij} b_{jk}) \vec{e}_k \quad \text{so } g_{ik} = \sum_{j=1}^n a_{ij} b_{jk}$$

$$\begin{pmatrix} b_{11} & b_{12} & \cdots & b_{1n} \\ b_{21} & b_{22} & \cdots & b_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ b_{m1} & b_{m2} & \cdots & b_{mn} \end{pmatrix} (a_{ij}) - \begin{pmatrix} g_{11} \\ g_{21} \\ \vdots \\ g_{m1} \end{pmatrix}$$

inner prod of row of B with column of A

also $V \cong W \cong U$

V is n -dim $v \in V$ choose a basis $\{\bar{e}_i\}$

$$\bar{v} = \sum v^i \bar{e}_i, M_{\{\bar{e}_i\}}(\bar{v}) = M(\bar{v}) = \begin{pmatrix} v^1 \\ \vdots \\ v^n \end{pmatrix}$$

W is m -dim choose basis $\{\bar{e}_j\}$

$A: V \rightarrow W$ choose basis $\{\bar{e}_j\}$ $A: \bar{e}_i \mapsto$

$$A\bar{e}_i = \sum a^j_i \bar{e}_j, M(A) = \begin{pmatrix} a^1_1 & \dots & a^1_m \\ \vdots & \ddots & \vdots \\ a^m_1 & \dots & a^m_m \end{pmatrix}$$

U is p -dim $B: W \rightarrow U$, $\{\bar{e}_j\}, \{\bar{e}_j\}, \{\bar{e}_k\}$

$$M(B) = \begin{pmatrix} b^1_1 & \dots & b^1_p \\ \vdots & \ddots & \vdots \\ b^p_1 & \dots & b^p_m \end{pmatrix} \quad M(B \circ A) = M(B)M(A)$$

DEF: if $M = \begin{pmatrix} a^1_1 & \dots & a^1_m \\ \vdots & \ddots & \vdots \\ a^m_1 & \dots & a^m_m \end{pmatrix}$ $N = \begin{pmatrix} b^1_1 & \dots & b^1_p \\ \vdots & \ddots & \vdots \\ b^p_1 & \dots & b^p_m \end{pmatrix}$

$$NM = \begin{pmatrix} g^1_1 & \dots & g^1_p \\ \vdots & \ddots & \vdots \\ g^p_1 & \dots & g^p_m \end{pmatrix} \quad g^k_i = \sum_{j=1}^m a^j_i b^k_j$$

THM Matrix multiplication is associative

i.e. composition of functions is associative

$$w \in V^* \text{ choose dual basis } \{\bar{f}^i\} \quad \bar{w} = \sum w^i \bar{f}^i \quad M(\bar{w}) = (w_1, \dots, w_n)$$

$$\bar{w}(\bar{v}) = w_1 v^1 + \dots + w_n v^n = M(\bar{w})M(\bar{v}) = (\bar{w}_1, \dots, \bar{w}_n) \begin{pmatrix} v^1 \\ \vdots \\ v^n \end{pmatrix}$$

$A: V \rightarrow W$

$$M(AB) = M(A)M(B) = \begin{pmatrix} a^1_1 & \dots & a^1_m \\ \vdots & \ddots & \vdots \\ a^m_1 & \dots & a^m_m \end{pmatrix} \begin{pmatrix} v^1 \\ \vdots \\ v^n \end{pmatrix}$$

$V = \mathbb{C}^n$ map $V \rightarrow \mathbb{K}$, use $\{\bar{e}_i\}$ for \mathbb{K} , special case of (\cdot, \cdot)

Identity Matrix $I = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} = M(I_d)$, where $I_d(\vec{v}) = \vec{v}$
 Given $\vec{v} \in V$, define $A_v: K \rightarrow V$, $A_v(a) = a\vec{v}$, $M(A_v) = \begin{pmatrix} v_1 \\ v_2 \\ v_3 \end{pmatrix} = M(v)$
 $K \xrightarrow{A_v} V \xrightarrow{a} V$
 $I \xrightarrow{A_d} V \xrightarrow{a} V \xrightarrow{A_J} A_J \quad M(A \circ A) = M(A)M(A_J) = M(A)M(b)$

$$K \xrightarrow{A_v} V \xrightarrow{\vec{w}} K$$

$$M(\vec{w} \circ A_v) = M(\vec{v})M(\vec{w})$$

If we have an inner product, we should choose orthogonal bases.

$$\begin{pmatrix} v_1 \\ v_2 \\ v_3 \end{pmatrix} \begin{pmatrix} w_1 \\ w_2 \\ w_3 \end{pmatrix}$$

$$\begin{pmatrix} v_1 & v_2 & v_3 \end{pmatrix} \begin{pmatrix} w_1 \\ w_2 \\ w_3 \end{pmatrix} = v_1 w_1 + v_2 w_2 + v_3 w_3$$

$$A(\vec{v}) \in V^*$$

Def: The transpose of $M = \begin{pmatrix} a_1 & \dots & a_m \\ \vdots & \ddots & \vdots \\ a_n & \dots & a_n \end{pmatrix}$ is $M^T = \begin{pmatrix} a_1^T & \dots & a_n^T \\ \vdots & \ddots & \vdots \\ a_1^m & \dots & a_n^m \end{pmatrix}$

$$\vec{v}, \vec{w} \rightarrow M(\vec{v})^T M(\vec{w})$$

rotations $\rightarrow R: V \rightarrow V$ is orthonormal $M(R)^T M(R) = I$

• R is an isometry (let $\{\vec{e}_i\}$ be orthonormal) $\begin{pmatrix} r_1 & \dots & r_n \\ \vdots & \ddots & \vdots \\ r_n & \dots & r_n \end{pmatrix} \begin{pmatrix} e_1 \\ \vdots \\ e_n \end{pmatrix} =$

$\begin{pmatrix} r_1 \\ \vdots \\ r_n \end{pmatrix}$ The columns of $M(R)$ are coordinates of $M(\vec{e}_1), M(\vec{e}_2), \dots, M(\vec{e}_n)$ in basis $\{\vec{e}_i\}$

$$M(R)^T M(R) = I$$

$$(MN)^T = N^T M^T$$

~~R is orthogonal iff $M(R)^T M(R) = I$~~

orientable proper rotation!

$$\text{Ex: } L: \mathbb{R}^2 \rightarrow \mathbb{R}^2 \quad \begin{matrix} \vec{e}_1 \mapsto \vec{e}_1 + \vec{e}_2 \\ \vec{e}_2 \mapsto \vec{e}_1 - \vec{e}_2 \end{matrix} \quad \text{Not pos. are gen}$$

$$\begin{array}{ccc} \text{Ex: } L: \mathbb{R}^3 & \xrightarrow{\quad} & \mathbb{R}^3 \\ \bar{e}_1 \mapsto & \bar{e}_1 + 2\bar{e}_2 - 5\bar{e}_3 \\ \bar{e}_2 \mapsto & \bar{e}_1 - \bar{e}_2 + 3\bar{e}_3 \\ \bar{e}_3 \mapsto & -\bar{e}_1 + \bar{e}_2 + \bar{e}_3 \end{array}$$

DEF. A linear map $L: V \rightarrow V$ preserves orientation iff
 $\forall u, v \in V \quad \det(L(u+v) - L(u) - L(v)) \neq 0$ for some $k \geq 0$
if $\bar{e}_1, \dots, \bar{e}_n$ is a basis of V ,

$$1^n V = \text{vector space with basis } \bar{e}_1, \dots, \bar{e}_n \text{ s.t. } \bar{e}_i \wedge \bar{e}_j = -\bar{e}_j \wedge \bar{e}_i \text{ and } \bar{e}_i \wedge \bar{e}_i = 0$$

$\dim V = n$, basis for $1^n V$ is $\bar{e}_1 \wedge \bar{e}_2 \wedge \dots \wedge \bar{e}_n$,
If $L: V \rightarrow V$ is a linear map, then $1^n L: 1^n V \rightarrow 1^n V$ is
 $1^n L(\bar{e}_1 \wedge \bar{e}_2 \wedge \dots \wedge \bar{e}_n) = \bar{e}_1 \wedge \bar{e}_2 \wedge \dots \wedge \bar{e}_n$
 $1^n L(\bar{e}_1 \wedge \bar{e}_2 \wedge \dots \wedge \bar{e}_n) = L(\bar{e}_1 \wedge \bar{e}_2 \wedge \dots \wedge \bar{e}_n)$

DEF. The determinant of L is the number that L scales by.

$$\text{Ex: } L: \mathbb{R}^2 \rightarrow \mathbb{R}^2 \\ L(\bar{e}_1) = a\bar{e}_1 + b\bar{e}_2, \quad L(\bar{e}_2) = c\bar{e}_1 + d\bar{e}_2$$

$$L(\bar{e}_1 \wedge \bar{e}_2) = L(\bar{e}_1) \wedge L(\bar{e}_2) = (a\bar{e}_1 + b\bar{e}_2) \wedge (c\bar{e}_1 + d\bar{e}_2) = \\ ad\bar{e}_1 \wedge \bar{e}_2 + bc\bar{e}_1 \wedge \bar{e}_2 \in (ad - bc)\bar{e}_1 \wedge \bar{e}_2$$

DEF. Determinant of a matrix A is the determinant of the linear map it represents

DEF. An axial rotation is a rotation about a line l with angle θ

Rotation in 2D can be represented by complex numbers

DEF. A quaternion is an expression of the form $a + bi + cj + dk$

$$\begin{aligned} & \cdot \text{Addition and multiplication} \\ & \text{mult. rules: } i^2 = j^2 = k^2 = -1 \end{aligned}$$

consider $\mathbf{e} = bi + cj + dk$, say $\|\mathbf{e}\| = 1$, so $\sqrt{b^2 + c^2 + d^2} = 1$

$$\mathbf{e}^2 = (bi + cj + dk)^2 = b^2 i^2 + c^2 j^2 + d^2 k^2 + 2bcij + 2bdik + 2cdkj = (b^2 + c^2 + d^2) + 2c(ij + dk) + 2d(ik + bj) + 2b(jk + ci) = -1 + 2c(ij + dk) + 2d(ik + bj) + 2b(jk + ci)$$

we want $jk = -ki$, $ih = -kj$, and $ij = -ji$

$$ij = -ji \Rightarrow k$$

$$ik = -ki \Rightarrow j$$

$$jk = -kj \Rightarrow i$$

$$z = a + bi, \bar{z} = a - bi, |z|^2 = z\bar{z} = a^2 + b^2$$

$$q = a + bi + cj + dk$$

$$q = a - bi - cj - dk \quad |q|^2 = a^2 + b^2 + c^2 + d^2 = q\bar{q}$$

$$z^{-1} = \frac{1}{z} = \frac{\bar{z}}{|z|^2} \quad q^{-1} = \frac{1}{q} = \frac{\bar{q}}{|q|^2}$$

$$\text{if } |z| = 1, \exists \theta \text{ s.t. } z = \cos \theta + i \sin \theta$$

$$\text{if } |q| = 1, \text{ let } \theta \text{ be s.t. } a = \cos \theta, q = \cos \theta + i \sin \theta$$

with $e = bi + cj + dk$ with $|e| = 1$

$$\overline{q_1 q_2} = \overline{q_1} \overline{q_2} \quad \text{let } q_1 = i, q_2 = j; \bar{i} = k = -i = (-j)(-i)$$

$$\overline{q_1} = -i \quad j = -j$$

$$|q_1 q_2| = |q_1| \cdot |q_2|$$

$$\cos \theta + i \sin \theta \sim \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}$$

$$a + bi \sim \begin{pmatrix} a & -b \\ b & a \end{pmatrix}$$

$$a \sim \begin{pmatrix} a & 0 \\ 0 & a \end{pmatrix} = aI$$

$$J-I \sim \begin{pmatrix} 0 & -1 \\ 0 & 0 \end{pmatrix} \sim \begin{pmatrix} i & 0 \\ 0 & i \end{pmatrix}$$

$a + bi + cj + dk \sim 2 \times 2$ complex matrices or 4×4 real matrices

$$q = a + bi + cj + dk$$

$$i \sim \begin{pmatrix} i & 0 \\ 0 & -i \end{pmatrix}$$

$$j \sim \begin{pmatrix} 0 & 1 \\ -1 & 0 \end{pmatrix}$$

$$k \sim \begin{pmatrix} 0 & i \\ i & 0 \end{pmatrix}$$

$$q \sim \begin{pmatrix} a+bi & (tdi) \\ (-ctdi) & a-bi \end{pmatrix}$$

$$\text{if } z = atbi \quad z \sim \begin{pmatrix} a & b \\ -b & a \end{pmatrix} \quad \bar{z} = a - bi$$

$$\bar{z} \sim \begin{pmatrix} a-b \\ b-a \end{pmatrix} = \begin{pmatrix} a & b \\ -b & a \end{pmatrix}^T \sim z^T$$

$$\bar{q} = a - bi - ci - dk = \begin{pmatrix} a-bi & -c-di \\ c-di & -a+bi \end{pmatrix} = \text{conjugate transpose} = q^*$$

$$\cos \theta + \sin \theta$$

$$e = bi + cj + dk$$

DEF a vector quaternion is a quaternion with no real part

e is a vector quaternion with $|e| = 1$

$$v = v_1i + v_2j + v_3k \quad w = w_1i + w_2j + w_3k$$

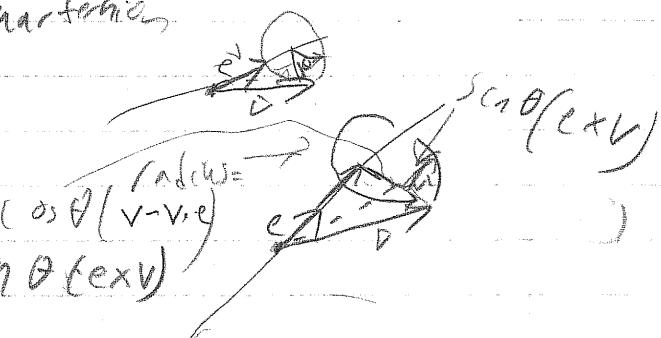
$$vw = (-v_1w_1 - v_2w_2 - v_3w_3)i + v_1w_2k - v_2w_1k + v_3w_1i - v_3w_2j + v_1w_3j - v_2w_3j$$

$$v_i w_j j = -(v_1w_1 + v_2w_2 + v_3w_3)i + k(v_1w_2 - v_2w_1) + i(v_2w_3 - v_3w_2)$$

$$j(v_3w_1 - v_1w_3) = -(v \cdot w) + j(v \times w)$$

real vector quaternion

What does a plane rotation do
 $|e| = 1$



$$v' = (v \cdot e)e + \cos \theta(v - (e \cdot v)e) + \sin \theta(e \times v)$$

$$q = \cos \theta + \sin \theta$$

$$qv\bar{q} = (\cos \theta + \sin \theta)v(\cos \theta - \sin \theta) =$$

$$(\cos \theta)v - (\mathbf{e} \cdot \mathbf{v})\sin \theta + \sin \theta (\mathbf{e} \times \mathbf{v}) / (\cos \theta - \sin \theta) =$$

$$\begin{aligned} & \cos^2 \theta v - \sin \theta \cos \theta (\mathbf{e} \cdot \mathbf{v}) + \sin \theta \cos \theta (\mathbf{e} \times \mathbf{v}) + \sin \theta \cos \theta (\mathbf{e} \cdot \mathbf{v}) \sin \theta \\ & \cos \theta (\mathbf{v} \times \mathbf{e}) + \sin^2 \theta (\mathbf{e} \cdot \mathbf{v}) \mathbf{e} + \sin^2 \theta (\mathbf{e} \times \mathbf{v}) \mathbf{e} = \end{aligned}$$

$$\begin{aligned} & \cos^2 \theta \mathbf{v} + 2 \sin \theta \cos \theta (\mathbf{e} \times \mathbf{v}) + (1 - \cos^2 \theta)(\mathbf{e} \cdot \mathbf{v}) \mathbf{e} - \sin^2 \theta (\mathbf{e} \times \mathbf{v}) \mathbf{e} = \\ & (\mathbf{e} \cdot \mathbf{v}) \mathbf{e} + \cos^2 \theta (\mathbf{v} - (\mathbf{e} \cdot \mathbf{v}) \mathbf{e}) + 2 \sin \theta \cos \theta (\mathbf{e} \times \mathbf{v}) - \sin^2 \theta (\mathbf{v} - (\mathbf{e} \cdot \mathbf{v}) \mathbf{e}) = \end{aligned}$$

$$(\mathbf{e} \times \mathbf{v}) \times \mathbf{v} = \mathbf{v} - (\mathbf{e} \cdot \mathbf{v}) \mathbf{e}$$

$$\mathbf{e} \cdot \mathbf{v} \mathbf{e} + \cos 2\theta (\mathbf{v} - (\mathbf{e} \cdot \mathbf{v}) \mathbf{e}) + \sin 2\theta (\mathbf{e} \times \mathbf{v})$$

JHM: If \mathbf{v} is a vector quaternion ($\mathbf{v} = v^x \mathbf{i} + v^y \mathbf{j} + v^z \mathbf{k}$) and \mathbf{q} is a unit quaternion ($|\mathbf{q}|=1$), then $\mathbf{q} \bar{\mathbf{q}}$ is a vector quaternion representing the rotation of \mathbf{v} around the axis determined by \mathbf{e} at an angle 2θ ($\mathbf{q} = \cos \theta + \mathbf{e} \sin \theta$) (two 180° atomic rotations)

COC: Composite of two atomic rotations

Let $\mathbf{q}_1, \mathbf{q}_2$ represent atomic rotations

$$\mathbf{v} \rightarrow \mathbf{q}_1 \mathbf{v} \mathbf{q}_2^{-1} = (\mathbf{q}_2 \mathbf{q}_1) \mathbf{v} (\mathbf{q}_2 \mathbf{q}_1)^{-1} \rightarrow$$

if $\mathbf{q}_3 = \mathbf{q}_2 \mathbf{q}_1$, \mathbf{q}_3 represents the composite.

THM: All 3D rotations are atomic

Suppose $\{\mathbf{e}_1, \mathbf{e}_2, \mathbf{e}_3\}$ is orthogonal basis, R is a rotation.

Then $\{\mathbf{R}\mathbf{e}_1, \mathbf{R}\mathbf{e}_2, \mathbf{R}\mathbf{e}_3\}$ is also an orthogonal basis

Want rotation R' such that $R' \mathbf{e}_1 = \mathbf{R}\mathbf{e}_1$

$R_{11} = R_{21} = R_{31} = 0$, $R_{12} = R_{13} = 0$, $R_{22} = R_{32} = 0$, $R_{23} = R_{33} = 1$ (atomic rotation)

such that $R_{123} = R_{13}$ and $R_{23} R_{12} = R_{13}$

Because R preserves orientation, $R_{23} e_3 = R_{13}$

Now $R_{13} = \cos \theta + \mathbf{e} \sin \theta$ where $\mathbf{e} = (\cos \theta, \sin \theta, 0)$

$$\mathbf{e} = \cos(\theta + \pi) + \mathbf{e} \sin(\theta + \pi) = -\cos \theta - \mathbf{e} \sin \theta$$

$$\mathbf{v} \bar{\mathbf{q}} = (\mathbf{q}) \mathbf{v} (\bar{\mathbf{q}})$$

2 things for each axis giving a unique angle ($\cos 2\theta = \frac{1}{2} (\mathbf{v} \cdot \mathbf{v})$)

We have a map
 $\{ \text{vectors} \} \rightarrow \{ \text{rotations} \}$
 $\{ \text{diss.} \} \rightarrow \{ \text{3 space} \}$

2nd inverse map of ϕ is also not unique
 e.g.

Let v be a 1/5 {eff of ground and let E_i be others
 w same dir + o

Take first basis as (v) where $R_i = e_i^t$ (axis)
 $e_i^t = a_i, c_i, \tan \dots$ times

$$v = v^1 e_1 + v^2 e_2 + v^3 e_3 = v^1 (a_1 e_1^t + b_1 e_2^t + \dots)$$

DEF: A vector is a pair (\vec{v}) of complex no's such that
 basis by rotation $a = a_1 e_1^t + b_1 e_2^t + \dots$
 $(a_1, b_1) \in \mathbb{C}^2$
 $(\vec{v}) \in \mathbb{C}^2$

Why is vector a tensor?

Linear motion: $F = m\ddot{r}$

$$\vec{p} = m\vec{v} \quad K = \frac{1}{2} m |\vec{v}|^2$$

rotational motion:

$$\vec{\omega} \times \vec{r} = \vec{\tau} = I\vec{\alpha}$$

$$\vec{\tau} = I\vec{\alpha} \quad K = \frac{1}{2} I \omega^2$$

$$\vec{a} = r\vec{\alpha}$$

$$\vec{a} = \vec{\omega} \times \vec{r} \quad \vec{\tau} = \vec{r} \times \vec{F} = \vec{r} \times (m\vec{a}) = \vec{r} \times (m(r\vec{\alpha})) = m(\vec{r} \times (\vec{r} \times \vec{\alpha}))$$

$$r(\vec{\alpha}) = \dots \Rightarrow \vec{r} \times (\vec{r} \times \vec{\alpha}) = (\vec{r} \cdot \vec{\alpha}) \vec{r} - \vec{r} \vec{r} \vec{\alpha}$$

$$\therefore \vec{r} \times \vec{r} \times \vec{F} = \dots = m(r\vec{\alpha})\vec{r} + m(r\vec{\alpha})\vec{r}$$

I is an operator

$\vec{\alpha} \mapsto m(r\vec{\alpha}) - m(r\vec{\alpha})\vec{r}$, in general, total \vec{F} is

$$\vec{\alpha} \mapsto \sum (m(r\vec{\alpha}) - m(r\vec{\alpha})\vec{r})$$

6.1.5.8

This is a linear map $V \rightarrow V$
 $\text{End}(V) \cong V \otimes V^*$

so I is a (1) tensor $\in V \otimes V^*$

DEF: If L is a linear map $V \rightarrow V$, its eigen vectors are $v \in V$, $v \neq 0$, s.t. $L(v) = \lambda v$, for some $\lambda \in K$.
 λ is the eigenvalue

DEF: Principal axes of an object are lines spanned by eigenvectors

axes of symmetry are principal directions



$$I_1 < I_2 < I_3$$

unstable

$$L = I_w = (I_i w_i) \quad K = I(I_w)$$

$$2K(I - I_w) = I - (I_1 w_1^2 + I_2 w_2^2 + I_3 w_3^2) I = I_1^2 w_1^2 + I_2^2 w_2^2 + I_3^2 w_3^2$$

$$I_3 w_3^2 = I_1^2 + I_2^2 w_2^2 + (I_1^2 + I_2^2) I_3 w_3^2 \text{ crossed}$$

$$w_1 \neq 0$$

$$w_2 \neq 0$$

$$w_3 \neq 0$$

so whole stays about O , cons

$$w_1 \neq 0$$

$$w_2 \neq 0$$

$$w_3 \neq 0, \text{ whole stays } (I_3 - I_2) I_2 w_3^2 + (I_3 - I_1) I_1 w_3^2 \\ \text{stays around } O$$

$$w_1 \neq 0$$

$$w_2 \neq 0$$

$$w_3 \neq 0$$

$$(I_1 - I_3) I_3 w_3^2 + (I_2 - I_3) I_2 w_3^2$$

extreme division by 0 in probability

State agents, combine with logical symbols

$P(A) \in \mathbb{R}_+$, and P satisfies the following

Kolmogorov's axioms

1. $\forall A, P(A) \geq 0$

2. if A is a tautology, $P(A) = 1$

3. if $A \wedge B$ is a contradiction, $P(A) + P(B) = P(A \vee B)$

Subjective probability: For some rational agent, $P(A) = \text{degree of belief}$ is this person has in A

The amount the agent would be willing to pay for a bet that pays 1 if A is true, and nothing otherwise

Dutch book theorem:

If an agent's prices for bets are given by P , then $P(\cdot)$ satisfying Kolmogorov's axioms, or there is a set of bets, each of which the agent is guaranteed to accept, which will allow cause loss

If $A_1 \wedge A_2$ is a contradiction ($\neg A_1 \vee \neg A_2$), then $P(\text{each of } A_i) = \sum_{i=1}^2 P(A_i)$

Conditional Probability:

$P(A)$, $P(B)$, $P(A|B)$ is $P(A \text{ given } B)$ as how strongly you will believe A if you know B . same as a conditional bet: I'll bet this on A ~~unless~~, only if B not B , 0

$$P(A) \begin{cases} A \text{ if } P(A) \\ \neg A \text{ if } P(A) \end{cases}$$

$$P(A|B) = \frac{P(A \wedge B)}{P(B)} \quad \text{undefined for } P(B) = 0$$

$$P(A|B) \begin{cases} 1 & B: 0 \\ B \wedge A : P(A|B) \\ B \wedge \neg A : 1 - P(A|B) \end{cases}$$



part B part C

$P(\text{hit in area } R) = \text{Area of } R$

A		B	
B		1	0
1	0		
0			

$$P(B) \cdot P(A|B) = P(A \wedge B)$$

If A is fixed, if B is limit of B_i 's then $P(A|B) = \frac{1}{2}$
and $P(A|B) = \lim_{i \rightarrow \infty} P(A|B_i)$

$$P(A|B) = \lim_{i \rightarrow \infty} P(A|B_i)$$

Look at it as not a well defined event. Look at it as
one way
 defined differently for each limit.
 Use 6 axioms:

1. Define $P(A|B)$ on pairs A, B

$$1. P(A|A) = P(B|B)$$

$$2. P(A|C) = P(C|C) \quad \text{if } C \text{ then } P(D|A) = P(D|B) \vee D$$

$$3. P(A \wedge A|C) = P(A|C)$$

$$4. P(A \wedge B|C) \leq P(A|C)$$

$$5. P(A|B \wedge C)P(B|C) = P(A \wedge B|C)$$

$$6. P(A|C) + P(\neg A|C) = P(C|C)$$

This assumes for any pair A, B , $\exists! P(A|B)$.

Dot bar 1: $P(A|\bar{E}_i) = 1/n$

Conglomerability: If E_i 's form a partition (exclusive probability), and probability of ~~one~~ E_i is ϵ , $x \leq E_i \leq y$, then the total probability is sum, or sum of some range.

Look at sphere, surface area 1

pick a point at random

$P(A|B)$ depends on how you slice
 at probabilities

$$P(A|B) = \int f(x) dx$$

E_i - cone of longitude of i°
 E_i is part of cone, dropping along
 $P(A|E_i) = P(A|E)$

$$P(A) \approx \frac{\pi}{4} \approx \frac{1}{6}$$

$$P(A|E_i) = \frac{2\sqrt{3}}{4}$$

Category theory

Opposition: Nothing exists in a vacuum

Everything should be studied fully w.r.t account of its relation to other things.

DEF

A category consists of things called objects and their relationships

Ex:

1) objects relationships

1) people relationships

2) cities possible trips

3) real numbers $a \leq b$

4) Let X be set
re - objects $\subseteq X$ $A \subseteq B$

5) objects: open sets $A \subseteq B$
in X (topological
space)

5) points in a distance

space

6) sets functions
 $f: X \rightarrow Y$

DEF: A category is enriched in — \mathcal{V} & \mathcal{W} — the

collection of morphisms from X to Y is a —

DEF: An n -category is a category enriched over
 $n-1$ categories

A 0-category is a category w/ only identity morphisms

1-category: a mess of morphisms between 2 objects

2-category: a category with 0-cells (objects), 1-cells (arrows), etc.
of a category this is a relation between 0-cells and
1-cells or 2-cells or more levels

Bayesian Statistics

Expt Suppose 20 people get assigned jobs and worst job, ready
6 people and all 4 minority workers get assigned
to this job.

Statistics says:

H_0 = by chance H_1 = not by chance

compute $P(\text{data} | H_0)$ If sufficiently small we reject H_0

$$P(\text{data} | H_0) = C(6)/C(20) = \frac{1}{323} \text{ small, reject } H_0$$

Look at other groups of 4 (ex: last name ends in J)
difference is prior knowledge

Pascal invented probability in mid-1600's

What is probability?

① long term frequency of repeatable events

② degree of belief (how much are you willing to bet)

Scientist threw coin 12 times, got 3 T, 9 H are biased

H_0 = not biased

$$H_1 = \text{biased}$$

$\therefore P(\text{data} | H_0) < 1/1000$, then problem
(1%, 5%, 10%)

if coin thrown n times, k heads,

random variable (assumes

definite probability function $P(X)$ is certain values w/certain
 $P(X=x)$)

$$\text{if } C(n, k) \text{ comes up heads with prob } p, \\ P(X=k) = p^k (1-p)^{n-k} \binom{n}{k}$$

in our case, compute probability of data or reverse
 $C(12)h^{12}M^{12} + C(13)h^{13}M^{11} + C(14)h^{14}M^{10}, 7%$

$P(X) = \text{prob it takes } n \text{ trials to get 3 + heads}$
 $P(X) = \sum_{n=3}^{\infty} \binom{n-1}{2} \frac{1}{2}^n \approx 0.03, 3\%$

$$P(n \geq 14 | H_0) = \sum_{n=14}^{\infty} \binom{n-1}{2} \frac{1}{2}^n \approx .03, 3\%$$

Type 1 error: when you reject H_0 when H_0 is true
 Type 2 error: when you don't reject H_0 when H_1 is true
 For a given test, you want probability of type 1 error
 and type 2 error

$$P(\text{type 1}) = \alpha \text{ (alpha)}$$

β (beta) = uncomputable by this type of experiment

Bayes' Rule (derivation)

$$P(A \text{ and } B) = P(A) \cdot P(B|A) = P(B) \cdot P(A|B)$$

$$P(A|B) = \frac{P(B|A) \cdot P(A)}{P(B)}$$

H = hypothesis, D = data

$$P(H|D) = \frac{P(D|H)P(H)}{P(D)}$$

prior probability of H

evidence (neighborhood data given H)

$$P(H|D) \propto P(D|H)P(H)$$

e.g. if X is a rare disease w/ frequency 1%

CRC have a test for X w/ error rate 15%

false positives. Probability where you test negative

but you have X = 0%

You take screening test, test positive

$$P(\text{test+} | \text{positive}) = \frac{P(\text{test+} | \text{such})P(\text{such})}{P(+)}$$

$$P(\text{not such} | +) = \frac{P(\text{not such})}{P(+ | \text{not such})P(\text{not such})}$$

odds:

$$\frac{P(+ | \text{such})P(\text{such})}{P(+ | \text{not such})P(\text{not such})} = \frac{15}{14} \approx 1.07 \Rightarrow 1.07 : 1$$

$$\frac{1.07}{1.07 + 1} = 0.535 \approx 53.5\% \text{ positive}$$

Suppose freq. blood type O is 60%, Blood type AB is 10%.

2 blood samples are taken from犯人犯人 (Suspect)

Mr Smith is a suspect of $B+$. On how much day
the date approximate
We want $\frac{P(\text{Guilty} | D)}{P(\text{Guilty} | \bar{D})}$

$$\frac{P(D|G)}{P(\bar{D})} = \frac{P(D|G) \cdot P(G)}{P(\bar{D})} = \frac{P(D|G)}{P(\bar{D})} = \frac{.1}{.6} = \frac{1}{6}$$

Con 5 times, 5 heads

What is $P(\text{heads})$?

If f is $P(\text{heads})$ for head is t : $P(t) = f$

What is $P(\text{heads})$ if there are 5 trials

Probability uniform $P(f)$ or f .

$P(f)$ is a density function for continuous random variable

$$P(A \subseteq f \in B) = \int P(f) df$$

$$P(f|R) = \frac{\rho(n/f) f^n}{\rho(R)} \propto P(n/f) f^n R$$

$$P(c) = \int_0^c \rho(n/f) P(f) f^n df = \binom{n}{k} \int_0^c (1-f)^{n-k} f^n df$$

$$\int_0^c (1-f)^{n-k} df = \frac{c^{1-n+k}}{(n-k)!}$$

$$Z(a, b) = \frac{a! b!}{(a+b)!}$$

$$\int_0^1 f^a (1-f)^b df = \frac{a! b!}{(a+b)!}$$

$$\text{so we have } \int_0^1 f^a (1-f)^b df = \frac{a! b!}{(a+b)!} = \frac{1}{Z(a, b)}$$

$$P(F=k) = \binom{n}{k} f^k (1-f)^{n-k} = Z(k, n-k) + \frac{k!}{(n-k)!}$$

$$\frac{p}{n} = f \text{, so } f = \frac{p}{n}$$

We don't want to match, i.e., but to ~~get exact~~
or near

$$\int_0^1 f^a p(f|k) df = \frac{1}{Z(n, k)} \int_0^1 f^{a+k} (1-f)^{n-k} df =$$

$$\frac{Z(k+1, n-k)}{Z(n, k)} = \frac{(k+1)!(n-k)!}{(n+1)!} \frac{(n+1)!}{Z(n, k+1)} \approx$$

$$\boxed{\frac{k+1}{n+2}}$$

Throw a coin n times, get k heads

Hypothesis: $f \mid p(f|k) = f$

$p(f) = \text{an uniform distribution on } [0, 1]$

$$P(F|D) = \frac{\binom{n}{k} f^k (1-f)^{n-k}}{Z(k, n-k)} \leftarrow \text{Beta}$$

Expected value of Beta(a, b)

$$\text{DEFN: Beta}[a, b](f) = \frac{f^{a-1} (1-f)^{b-1}}{Z(a-1, b-1)}$$

$\boxed{\text{uniform}}$

uniform

Beta(a, b)

prior

What should prior $p(f)$ be?

It's reasonable to take prior to be $\text{Beta}[\alpha, \beta]$ for some α, β

If prior is thus, as you see $P(H)$ in n tosses,
posterior is $\text{Beta}[\alpha+k, \beta+n-k]$

Prior should have what gave step before
conjugate prior if f has binomial $\binom{n}{k} f^k (1-f)^{n-k}$

What if I got k heads, n tosses

$$P(F|D) = \frac{f^k (1-f)^{n-k}}{Z(k, n-k)}$$

Now throw again, get k' heads, n' tosses

$$\text{Now prior } \propto \text{Beta}[k+1, n-k+1](F) = \frac{f^k (1-f)^{n-k}}{Z(k, n-k)}$$

$$P(D) = \int_0^1 P(D|F) P(F) dF = \int_0^1 \binom{n}{k} f^k (1-f)^{n-k} \frac{f^k (1-f)^{n-k}}{Z(k, n-k)} dF$$

$$P(D|D') = \frac{f^{n+k} (1-f)^{(n+k)-(k+k')}}{Z((n+k)+(n+k')-(k+k'))} - \frac{f^k (1-f)^{n-k}}{Z(k, N-k)}$$

$$\Gamma(n) = (n-1)!$$

Compare H_0 and H_1 based

$$\frac{P(H_1|D)}{P(H_0|D)} = \frac{P(D|H_1) P(H_1)}{P(D|H_0) P(H_0)} = .48$$

$$P(D|H_0) = \left(\frac{1}{2}\right)^{250} \left(\frac{1}{2}^{250}\right)$$

$$P(D|H_1) = \int_0^1 P(D|H_1, F) P(F) dF = \frac{1}{5+1} = \frac{1}{6}$$

Say f has $\beta[\alpha, \beta]$

$$\text{you get } P(D|H_0) = \frac{\binom{n+a-1}{n-k+u-1}}{\binom{n}{a-k}}$$
$$P(D|H_0) = \left(\frac{1}{2}\right)^{50} \binom{250}{190}$$

To make $\frac{P(D|H_0)}{P(D|H_1)}$ max

$a \approx 55$, ratio is 1.9

Big Numbers

$$1 \underline{2} \underline{3} \underline{4} \underline{\underline{5}} \underline{\underline{6}} \underline{\underline{7}} \underline{\underline{8}} \underline{\underline{9}} \underline{\underline{10}} \underline{\underline{11}} \underline{\underline{12}} \underline{\underline{13}} \underline{\underline{14}} \underline{\underline{15}} \underline{\underline{16}}$$

Given $\{1, 2, 3, \dots, N\}$, if we color them with c colors, can we always find an arithmetic progression of length l which is monochromatic?

Strategy: There is a number $W(l, c)$ s.t. any coloring of $\{1, \dots, W(l, c)\}$ in c colors has a subseq. of length l with all lower bound and next bound.

$$W(3, 2) = 9 \quad W(4, 2) = 35$$

$$W(3, 3) = 27$$

$$W(3, 4) = 76$$

Lower bound: $w(l, c)$

Color $\{1, \dots, N\}$ randomly w/ c colors

Take k numbers on A_p . $P(\text{all same color}) = \frac{1}{c^{k-1}}$

If $\{1, \dots, N\}$ has k APs of length l , then expected # of monochromatic seq. is $\frac{k^2 N^2}{c^{k-1} l}$

Gap 1: $1, 2, \dots, l-1, \dots, N-l+1, N$ $\leq N(l-1)$
 Gap 2: $N-2(l-1) + 1$

Total $\frac{N(l-1)}{2} \leq \frac{N^2}{2l} A.P.s$ of length l

If $\frac{N^2}{2l} \leq 1$, can't generate a mono chromatic AP

$$N \leq 2l c^{l-1}$$

$$N \leq \sqrt{2l} c^{l-1}$$

$$W(l, c) \geq \sqrt{2l} c^{\frac{l-1}{2}}$$

$w(3, c)$

$$w(3, 2) \leq 2^6 + 5^4$$

$$w(9, 3) \leq 2 \times (3^{2 \times (3+1) \times 7} + 1) \times 2 \times (3^7 + 1) \times 7$$

~~- - - - -~~

23' + 1 block

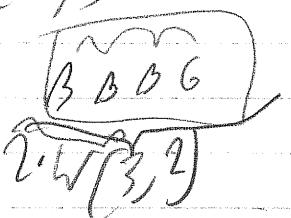
7, 1, 5, 1

$w(3, 9)$

for $c = 4$

$$2(c^2 \times (c^{2ct+1} + 1) \times (c^{2ct+1}) + 1) \times 2(c^{2ct+1} + 1) \times (c^{2ct+1} + 1)$$

$w(4, 2) =$



$2 \cdot w(3, 2)$

$$w(9, 2) \leq 2 \times w(3, 2)^2 + 1 \times 2 w(3, 2)$$

Math until you get it

Point set Topology

Topological space: A set X with a collection of subsets
+ called open $\{T \subseteq X \mid \forall x \in T \exists U \in \mathcal{T} : x \in U \subseteq T\}$

$$\{x \in T \mid \exists U \in \mathcal{T} : x \in U \subseteq T\}$$

as Haskell

www.haskell.org/tutorial

GHC (Compiler)

Types:

5. i: Integer

6. i: Char

circ: Integer \rightarrow Integer (and CSA function)

[1,2,3] :: [Integer]

(g, h) :: (Char, Integer)

between functions

inc n = n + 1

inc (inc 3)

[char]

[a]

[1,2,3] = inc (inc (inc [1])) = 1:2:3:[]

(length i:[a]) \rightarrow Integer

length [] = 0

length (x:xs) = 1 + length xs order matches, goes to top first

head i:[a] \rightarrow a

head (x:xs) = x

tail i:[a] \rightarrow a

tail (x:xs) = xs

[y+1 | y < - [1,2,3], y < 2]

quicksort : [a] → [a]

quicksort [] = []

quicksort (x:xs) = quicksort [y | y < x, y ∈ xs] ++ [x] ++ quicksort [y | y ≥ x, y ∈ xs]

data Bool = False | True

data Point a = Pt a a

or

data Point a = Point a a

data Tree a = Leaf a | Branch (Tree a) (Tree a)

Leaf : a → Tree a

Branch : Tree a → Tree a → Tree a

Foliage : Tree a → [a]

Foliage (Leaf x) = [x]

Foliage (Branch l r) = foliage l ++ foliage r

type String = [Char]

type Assoc a b = [(a, b)]

add : Integer → Integer → Integer

add x y = x + y

inc = add 1

map : (a → b) → [a] → [b]

map f [] = []

map f (x:xs) = (f x) : (map f xs)

λ is lambda, write as \

$\backslash x \rightarrow x + 1$

$(++) :: [a] \rightarrow [a] \rightarrow [a]$

$[] ++ ys = ys$

$(x_i : xs) ++ ys = x_i : (xs ++ ys)$

$f \circ g$
 $f \cdot g$

$(\circ) :: (b \rightarrow c) \rightarrow (a \rightarrow b) \rightarrow (a \rightarrow c)$

$f \cdot g = \lambda x \rightarrow f(g x)$

$(x +) = \lambda y \rightarrow x + y$

$x + y \Leftarrow x \text{ 'add' } y$

$bot = bot \perp (bot \perp)$

f is strict if f bot is bot

$\text{const } x = 1$

$x = V_0$ means define x to be V_0

$ones = [1, ones]$

fabre 5 ones is $[1, 1, 1, 1, 1]$

nums from $n = n! \cdot \text{numstr}(n+1)$

Squares = map (^2)(nums from 0)

zip (xs)(ys) = (x,y) : zip xs ys

zip xs ys = []

fib 1 1 : [a+b | (a,b) ∈ zip fib (tail fib)]

x `elem` [] = False

x `elem` (y:ys) = x = y || (x `elem` ys)

(x+y) = a+b

let f x = (x+y)/y

in f (

Type Classes

Class Eq a where

(=) :: a → a → Bool

instance Eq I, Integer where

x = y = x `Integer` Eq` y

instance Eq a ⇒ (Tree a)

1 = 1 if a ≠ equal

101

getChar :: Char

getChar :: Char

putChar :: Char → Char

ready !! To Bool

ready = $\lambda c \in \text{GetChar} .$
 $\text{match } c \text{ with}$
 $\text{return}(c = 'y')$

Class Monads in where

$(\eta =) \text{from } a \rightarrow (a \rightarrow m y) \rightarrow m s$

$\text{return}: a \rightarrow m a$

Circuits over Sets of Natural Numbers & PCP

2 char Lang, 2 char/expression
 $\begin{bmatrix} 10 \\ 10 \end{bmatrix} = 3430 \quad \begin{bmatrix} ab \\ cd \end{bmatrix} = abcd$

Cards = $\{abcd \mid \begin{bmatrix} ab \\ cd \end{bmatrix} \text{ is a valid card}\}$

required: $\forall a, b, c, d_1, d_2 \in \text{Cards}, a, b, c, d_1 + a_2 b_2 c_2 d_2 \in \text{not accepted}$

~~Val~~ = Val, $\mathbb{Z} = \{n \mid \text{all digits of } n \text{ in base 3 are either } 0 \text{ or } 1\}$

For k -sum of cards, $\left(\sum_{i=1}^k \text{cards} \right) \times \text{Powers of } A \stackrel{\sum (\text{Powers} \times \text{cards})}{\rightarrow}$ is legal config

for good to length $\frac{k}{2}$ and $\frac{k}{2}$ length approach

If $(num \times 5) \bmod 5^k \equiv (num \bmod 5) = num \bmod 5^k$

$$a \bmod b = \sum_{i=0}^{b-1} i(\text{multiples}(b) + i), a, 0)$$

Congruent to $a \bmod b \bmod 5: (N \times 8^3 + \{a\}) \cap S$

$$S \bmod a = \bigcup_{i=0}^{a-1} (\text{Congruent to } i \bmod a \bmod 5) \times (0^3 + \{N\}) \times (0^3 + \{i\}^3)$$

Fibonacci & phyllotaxis

leaf arrangements

$$\begin{array}{c} n \\ F_n \\ f_n \end{array} \begin{array}{ccccccc} 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \\ 0 & 1 & 1 & 2 & 3 & 5 & 8 & 13 \\ 2 & 1 & 3 & 4 & 7 & 11 & 18 & 29 \end{array}$$

if $x^2 = 1 + x$, then $1, x, x^2, x^3, \dots$ solve $a_{n+2} = a_1 a_n + a_2 a_{n+1}$

$$x = \frac{1 + \sqrt{5}}{2} \quad x = \frac{1 - \sqrt{5}}{2}$$

$$\begin{array}{cccccc} 1 & 1 & x & x^2 & x^3 & \\ -1 & 1 & 0 & 0^2 & 0^3 & \text{so } \frac{x^n - 0^n}{x - 0} = \frac{(x^n - 0^n)}{\sqrt{5}} \\ \hline \sqrt{5} & 0 & 1 & 1 & \dots & \end{array}$$

$$\begin{array}{cccccc} 1 & 1 & x & x^2 & x^3 & x^n - 0^n = \sqrt{5} f_n \\ \hline 1 & 1 & 0 & 0^2 & 0^3 & x^n + 0^n = f_n \\ 2 & 1 & 3 & 4 & \dots & \end{array}$$

$$\text{if } x = e^{i\theta}, 0 = e^{-i\theta}, \quad x^n - 0^n = 2i \sin \theta, \quad x^n + 0^n = 2 \cos \theta$$

f_n, l_n satisfy trig-like relations

$$\sin^2 \theta + \cos^2 \theta = 1 \quad (f_n^2 - 5f_n^2) = 2(f_n)^2$$

$$2 \sin \theta \cos \theta = \sin 2\theta \quad \sqrt{5} f_n l_n = \frac{x^{2n} - 0^{2n}}{\sqrt{5}}$$

$$f_n l_n = f_{2n}$$

(mod p)

$$\begin{array}{l} f_{p-1}^p \equiv 0 \\ f_{p+1}^p \equiv 0 \\ f_p \equiv 0 \end{array}$$

$$\begin{array}{l} \text{if } p \equiv \pm 1 \pmod{5} \\ \text{if } p \equiv \pm 2 \pmod{5} \\ \text{if } p \equiv 0 \pmod{5} \end{array}$$

X⁷
X¹
X²
X³
X⁴
X⁵
X⁶
X⁷
X⁸

extra-fib series

F ₁ 1	0	1	2 3 5 8 13 21 34	extra fib series
Tue	2	1	3	4 7 11 18
22	2	4	6	10 16 26
23	3	7	9	15 ..
24	4	8		
			5 9	
			6 11	
			7 12	
			8 14	

Angel & Devil ~~Set~~ Game
played on infinite checkerboard between
an angel of power n and the devil

Complex Numbers

\mathbb{R} are a "field" we have $+$, $-$, \cdot , and \div , and they "behave well"

There are things we cannot do:

$$\text{Solve } x^2 + 1 = 0$$

Make up a new number, i

$$\text{declare } i^2 = -1$$

Pretend four operations still behave well

Must accept all expressions of form $a+bi$, ($a, b \in \mathbb{R}$)

This set is the set of complex numbers \mathbb{C}

$$z = a+bi \text{ if } z = a+bi$$

Thm: Fundamental Thm of Algebra:

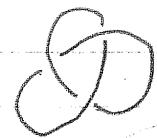
Every polynomial has solutions in \mathbb{C}

$f(x) = e^{ax}$ is the solution to $f'(x) = af(x)$ for some constant a
and $f(0) = 1$

$$g(x) = \cos x + i \sin x \quad g'(x) = -\sin x + i \cos x = ig(x)$$

(Tangles, Bangles, &) Knots

A knot is group $f: [0, 1] \rightarrow \mathbb{R}^3$ s.t.
 $f(a) = f(b)$ iff $a \equiv b \pmod{1}$

0 up knot  + trefoil

one way to fix
 one. Make knot equivalent to torus.

$$\begin{array}{ccc} \text{aaa...aa} & \xleftarrow{\quad R_1 \quad} & \text{aa...aa} \\ \text{a...a} & & \text{a...a} \end{array} \quad \text{OR}$$

$$\begin{array}{ccc} \text{aab...ab} & \xleftarrow{\quad R_2 \quad} & \text{bab...a} \\ \text{b...a} & & \text{b...b} \end{array}$$

$$\begin{array}{ccc} \text{a...b...c} & \xleftarrow{\quad R_3 \quad} & \text{a...f...d...e} \\ \text{b...2a...c} & & \text{b...b...f...} \\ & & \text{b...b...e...} \end{array}$$

$2c-b$
 $2a-f$
 $2c-d$
 $2b-a$
 $2c-e$
 $2b-f$

use only R_1, R_2, R_3 .

Knot (k)numbering

where you can see string cannot change

$$\begin{array}{c} \text{a...b...c} \\ \text{a...a} \\ \text{b...b} \end{array}$$

at each crossing, a, b, c are in
 arithmetic progression
 i.e. $f-a=c-b \Leftrightarrow c=2b-a$

$$\begin{array}{c} 0 \\ 0 \\ 2 \\ 2 \\ 1 \\ 0 \\ 0 \end{array}$$

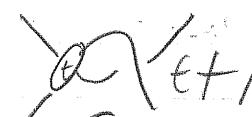
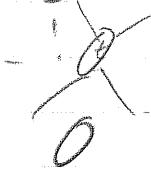
modulo 3

this is 1 numbering (mod 3)

The number of (k)numberings (with any system of numbers)
 never changes when you do a Reidemeister (sp?) move

A tangle is a "knot" with four ends

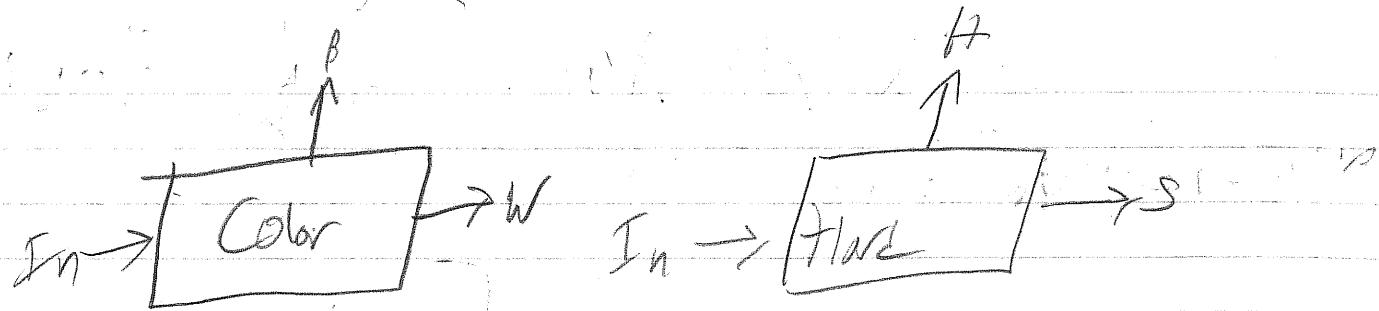
$0 \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow$



= 0

W (Quantum Mechanics)

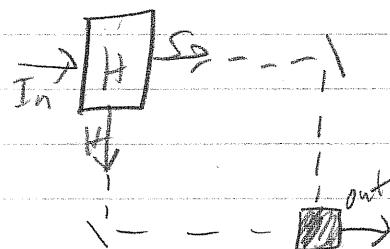
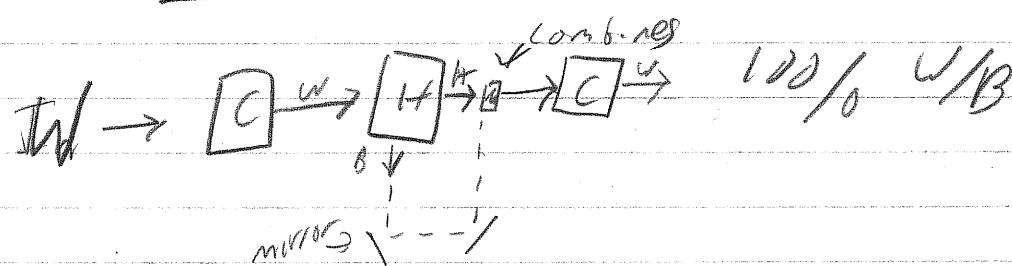
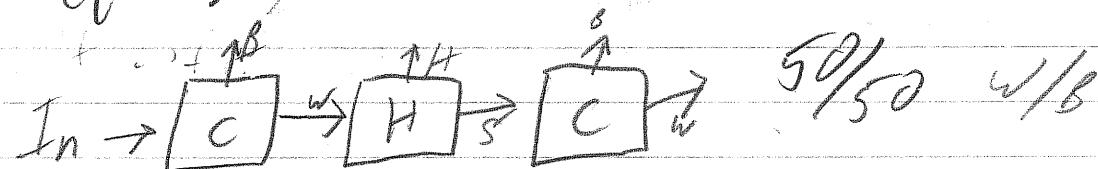
Pad Thai with Electrons



electrons are either black or white, soft or hard

repeatable; if same property considered in 17th floor

equally distributed; ~~independent~~

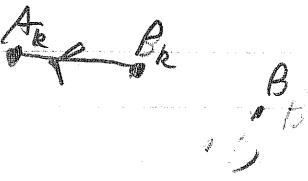


$n-k$ $5-k$
 $A_k : \{n\} \rightarrow \{a \text{ at } k\}$ $P_k : S \rightarrow \{n | n \neq k\}$ $f : S \rightarrow \{a | \forall b \in S, a \neq b, a \neq s\}$ \max
 $F_k : \{A\} \rightarrow \{\frac{n}{k}\}$ $C_k : \{n\} \rightarrow \{\frac{n}{k}\}$ $D : S \rightarrow \{n | \exists a \in S \text{ s.t. } a \leq n \leq b\}$ $F \cap C$

$E : S^n | \exists a_0, a_1, \dots, a_n, e \in S \text{ s.t. } \forall 0 \leq i \leq n, a_{i-1} < a_i \}$ $G : \max E$

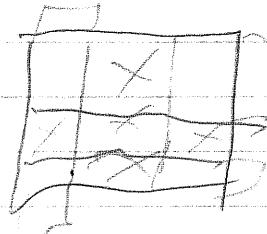
$P_k \rightarrow A_k$ $F_k \leftrightarrow C_k$ $D, A \rightarrow B$ $E, B \rightarrow G$ $G \rightarrow E$

$\text{fill}(C) \geq \max$

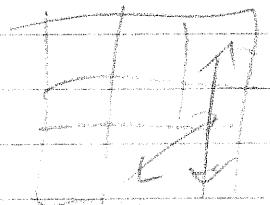


5 x 5 x 5

12 x 12 x 12 x 12 x 12 x 12



LURKURUS UP



$$(r^{-1}ur^{-1})u^{-1}r^{-1}u^{-1}(r^{-1}ur)(ur^2)$$

Remneksmalltest(S, k) = $S \setminus K\text{-Min}(S, k)$

K-Full(S) =

K-Min(S, k) = $S \setminus (S + \text{LTEQ}(\{k\}))$

Want # of elements

given: $\mathbb{Z}_n^3 \rightarrow \mathbb{Z}_{n-1}^3$

$$\begin{aligned} \text{LTFQ}(\{k\}) \cup \{k\} &= \text{LTEQ}(\{n\}) \setminus \text{LTEQ}(\{k\}) \\ \text{LTEQ}(\{k\}) \end{aligned}$$

$$\{a \mid a \equiv 0 \pmod{4}, a \leq n\} \quad \text{never}$$

$$\{0, 2, 4, 8, \dots, 32\}?$$

$$\{0, 2, 4, 8, \dots, 64\}$$

$$\{34, 38, \dots, 66\}$$

$$\{0, 4, 8, \dots, 64\}$$

$$\mathbb{Z}_n^3 \times \mathbb{N} \cup \{1\}^3 \times \mathbb{N}$$

frames $\cap \overline{\mathbb{Z}_n^3}$

fly: a

buy: b

$$\frac{a}{6}$$

$$\frac{2a+b}{2b}$$

$$\frac{a+b}{3b}$$

$$\frac{2a+3b}{4b}$$

Jan 2022

$$S \bmod n = \bigcup_{i=0}^{n-1} \left([(\varepsilon \cdot N + \varepsilon \cdot i) \cap S] \times \{i\} + \varepsilon \cdot i \right)$$

$\Rightarrow \{n \mid \exists a, b, c \in S \text{ s.t. } a \leq b \leq c \text{ and } a \leq n \leq c \text{ and } |n - b| \leq k\}$

$R\text{-fill}(S, \varepsilon \cdot k) \neq S \cap (S + \text{LTEQ}(\varepsilon \cdot k))$

$\varepsilon \cdot N$

$$\{2n-k\} = \{LT(\varepsilon \cdot k) \cap \text{EVENS}\} \cup \{LT(\varepsilon \cdot k)\}$$

$$\begin{aligned} & \text{LTEQ}(S + \varepsilon \cdot k) \\ & (S + \varepsilon \cdot k) + N \\ & S + \end{aligned}$$

Regular Expressions

$\cup \quad \cap \quad ^* \quad \text{Kleene Star}$

$$S + \varepsilon \cdot 1^3 \quad \text{LTEQ}(S)$$

$$(01)^* = \{\varepsilon, 01, 0101, \dots\}$$

n even

$$n \mapsto \{0, 2, 4, \dots, n-2\}^*$$

8	1	2
7	0	3
6	5	4

$$\{1, 3, 5, 7, \dots, n-3, n-1, \dots\}$$

$$\{0, 1, 2, \dots, n-1\}^*$$

$$\{1, 3, \dots, n-1\}^*$$

$$2n-1$$

$$2n-2 \quad (n \text{ even or odd}) \checkmark$$

$$\{1, 3, 5, \dots, 2n-3\}^*$$

$$+ \{0, 1, 2, \dots, 2n-3\}^* \approx 42n-23$$

$$2n-k, \text{ any fixed } k < n$$

or if k is related to n

(how when n is mod k)

$$\text{pred}(\{n\}) = \left\{ \begin{array}{l} \text{1-Fill(LT(\{n\}) \wedge \text{EVENS})} \\ \text{if } n \text{ is even} \\ \text{else } \text{1-Fill(LT(\{n\}) \wedge \text{ODDS})} \end{array} \right.$$

never

$$\{0, 1, 2, \dots, n-1\}$$

$$\{0, 2, 4, \dots, n-2\}$$

$$\{0, 1, 2, 3, 4, \dots, n-2\}$$

$$\{1, n, n+1, \dots, 3\}$$

$$\{n-1\}$$

Symmetry of Flexible Molecules

Def chemically a chiral mens can bind onto enantiomeric
Chemically chiral prot change onto enantiomeric
useful to know if a molecule will be chiral before being
manufactured

The Mysterious Numbers of Professor Harsel

$$312 = 3 \cdot 10^2 + 1 \cdot 10 + 2 \cdot 1$$

$$x = 10q_0 + r_0 \quad 0 \leq r_0 \leq 9, \quad q_0 \in \mathbb{Z}$$

$$q_0 = 10q_1 + r_1$$

$$-1 = x = \dots, 9999$$

$$x = 10 \cdot q_0 + r_0 < 9$$

$$-15 = \dots, 9985$$

$$\frac{1}{3} = \dots, 66666667$$

$$\frac{1}{3} = 10q_0 + r_0 \quad \frac{1}{3} - r_0 = 10q_0$$

$$\frac{1-3r_0}{3} = 10q_0$$

$$\frac{1}{2} = 10q_0 + r_0$$

$$\frac{1}{2} = 1.5 = 0.5$$

$$\frac{1}{6} = \frac{1}{10} \left(\frac{3}{5} \right) = \frac{1}{10} (0.3335) = \dots, 3333.5$$

$\mathbb{Q}_{10} \leftarrow 10\text{-adics}$

all things that can be written like this

$$\sqrt[3]{11} = \dots, 2771$$

$$1^3 = 1$$

$$7^3 = 343911$$

$$771^3 = \dots, 011$$

$$2771^3 = \dots, 0011$$

$$x^2 = X$$

$$5^2 = 25$$

$$25^2 = 625$$

$$625^2 = 390625$$

$$e = \dots$$

$$0625$$

$$\left(\left(\left(5^2 \right)^2 \right)^2 + \left(5^2 \right)^2 \right)^2 = 5^{2^{\infty}}$$

$$ef, 1-e^2=e \quad (1-e)^2=1-e=f \quad ef=0 \quad e+f=1$$

$$ef=1$$

$$x+ef=x$$

$$e+f=1^n$$

$$\begin{matrix} Q_n \\ R \end{matrix} \rightarrow \begin{matrix} Q_p \\ Q_p \end{matrix}$$

$$x-y=10^7 q \quad x \text{ and } y \text{ are "close"}$$

What is A Tensor?

Quick, dirty, and wrong definition

A rank R (≥ 0) tensor in n -dimensions is an $\underbrace{n \times n \times \dots \times n}_R$ array of #s

$$R=1 \quad R=2$$

$$\begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix} \quad \begin{pmatrix} x_{11}, \dots, x_{1n} \\ \vdots \\ x_{n1}, \dots, x_{nn} \end{pmatrix} \quad \begin{pmatrix} v_i \\ \vdots \\ v_n \end{pmatrix} \quad (w_1, \dots, w_n)$$

Re-def #1: An (S) -tensor in n -dim is an $\underbrace{n \times n \times \dots \times n}_S$ array of #s

$$\begin{array}{ccccc} (1) & (0) & (2) & (1) & (2) \\ \rightarrow & (1) & (0) & (\square) & (\bowtie) \end{array}$$

versatile notation

Addition is point-wise addition

(S) -tensors form a vector space

Let V be an n -dim vectorspace

If $\vec{e}_1, \dots, \vec{e}_n$ basis, $\vec{v} = \sum v^a \vec{e}_a \rightsquigarrow (v^a)$ represents \vec{v} in basis $\{\vec{e}_a\}$

can think of vector v^a as a collection of $\{v^a\}$: components for each basis

s.t., $\vec{e}_a \rightarrow f_a$

$$V^a \rightarrow \sum_m A^m_a V^a$$

$$\text{could have } \vec{f}_\mu = \sum_a B_\mu^a \vec{e}_a$$

$$\text{so } \{w_\alpha\} \rightsquigarrow \left\{ \sum_a B_\alpha^a e_a \right\}$$

this called covector or
contravariant vector

$$R^{ab} \underset{\substack{\text{number} \\ a,b}}{\sim} \sum_{a,b}^m \delta^{ab} R^{ab} \quad (2)$$

physics def

$$S_i^a \underset{\substack{a,b}}{\sim} \sum_{a,b}^m \delta^{ab} B^b_i S_i^a \quad (1)$$

A tensor is a collection of components which transform tensorially

$$T_{ab}^i \underset{\substack{a,b}}{\sim} \sum_{a,b}^m \delta^{ab} B^a_i B^b_i T_{ab}$$

$$\text{eff: } L: V \rightarrow V$$

$$L(\vec{e}_a) = \sum_b [L_a^b] \vec{e}_b$$

↑
from a (1)-tensor

∂ inner product $\langle \cdot, \cdot \rangle$

$$g_{ab} = \langle \vec{e}_a, \vec{e}_b \rangle \quad \text{metric tensor}$$

(g_{ab}) is a (2)-tensor which determines inner product

Inertial: (1)-tensor

gravitational field $g_{ab} = T_{ab}$ (2)

$$L = Iw \quad p = mv$$

Electromagnetic field Ψ_{ab} (2)-tensor

$$\tau = Ix \quad F = ma$$

Summarizing convention: write $\Psi^a w_a$ to mean $\sum_a \Psi^a w_a$
any covector w gives map

$$W: V \rightarrow R \quad \text{as } v \mapsto w_v$$

{covectors} $\rightarrow \text{Hom}(V, R) = V^*$ dual space of V

Def: A (1)-tensor B is an element of V^*

$$g_{ab} v^a v^b$$

takes $(\vec{v}, \vec{w}) \mapsto g_{ab} v^a w^b$ bilinear

$$\{ \text{left tensors} \} \xrightarrow{\cong} \text{Bilin}(V, V; \mathbb{R})$$

$$g_{ab} = \delta_{ab}$$

Def: A (s) -tensor is a s -multilinear map $V \times V \times \dots \times V \xrightarrow{s} \mathbb{R}$

An (s) -tensor is an (r, t) -multilinear map $V^r \times V^t \times V^s \times V^t \times V^r \times V^s \times V^r$

$V \times V \rightarrow \{ \text{left tensors} \}$ universal property

$$(v, w) \mapsto \delta^{a_1 b_1} \dots \delta^{a_s b_s}$$

$$V \times V \xrightarrow{\beta} \{ \text{left tensors} \} = V \otimes V$$

$\downarrow \text{bilinear} \exists!$ linear map

so triangle commutes

R-module is vectorspace, but replace \mathbb{R} with $\text{Ring } R$

A tensor product $M \otimes_R N$ is an R-module w/ comm & assoc property

How to Use Mathematical Models to Study the Mind

events are unique; to learn, the mind must generalize

Similarity & $S(a, b)$

diff 8cm
1 20

15 19

16

$$-1 -4 = 5$$

19

5

6

3

3

A BC

Mira's other Favorite Mathematical Magic Trick

Hall's Marriage Thm:

n guys, n girls each girl has a list of guys liked
Necessary conditions: ~~any guy will take any girl~~
each girl likes at least 1 guy

any pair of girls like at least 2 guys

any 2 girls like between them at least k guys

This is sufficient

If each girl likes exactly n guys, and each guy is liked by exactly n girls, then there exists

Encoder's instructions:

For 4 cards total (c_0, c_1, c_2, c_3, c_4)

Given 5 cards, hide 1, order rest c_0, c_1, c_2, c_3, c_4

1) Add $c_0 + c_1 + c_2 + c_3 + 4 \pmod{5} = i$ Hide c_i

2) re number cards 0 1 2 3 4 5 6 7 8
encode ~~get~~ \uparrow $111c_01c_11c_21c_3$
from 0 to 119 say h odd

3) write h as $5q+r$ q from 0 to 23

3') Decoder's instructions
figure out q ($q=5$)

2) $h = 5q + r$ $r = \text{sum of remained mod } 5$

3') find i , get $i + h = q$

3 P-17 (1,2,25,26)
~~2~~ 2 1 2
 3 0 a white b black

25 23

$$(v_1 + r_1)t_1 = 15 \quad 1,2,26$$

$$(v_1 - r_1)(t_1 + r) = 15$$

$$\left(\frac{v_1}{2} + \frac{r}{2}\right)t_1 = 15 \quad 1 \quad 8$$

$$t_1 = 3, 12, 21$$

$$\left(\frac{v_1}{2} - r\right)\left(\frac{r}{2} + 5\right) = 15$$

$$v_1 = kr$$

$$v_1 t_1 + r t_1 = 15$$

$$v_1 t_1 - r t_1 = 15$$

$$+ v_1 t_1 \quad 2v_1 t_1 + r t_1$$

$$(k+r)v_1 t_1 = 15$$

$$(k-1)r(v_1 t_1) = 15$$

6

$$2v_1 t_1 - 2r = v_1 t_1 + r \quad t_1 = \underline{15-2}$$

$$v_1 - 3r = 0$$

$$\frac{3}{2}r + r$$

$$v_1 = 3r$$

$$\frac{3}{2}r t_1 = 15$$

$$\left(\frac{3}{2}r\right)(x+5) = 15$$

$$\frac{1}{2}r(6) = 15$$