

# Wheels.

Rhea Wolski

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Why was this talk (mostly) written ~~last night~~ an hour ago?

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# Incredibly cruel and mean criticism

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“I wouldn’t say it was perfect... A perfect talk involves insulting much more than 2 people” - Luke

“You weren’t ... accurate... that wasn’t ... better” - Michael

“It was so boring, I walked out in 5 minutes” - Max Orchard

“Did you know that integration bee is next wednesday and Rhea keeps forgetting to post an annoucement” - Gabe

“Only slightly worse than watching paint dry for 25 minutes” - unknown incredibly mean student.

# Examples of Algebraic Structures

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- fields

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- Binary operations take in two elements and output a single element. E.g. group multiplication.
- Unary operations take a single element and output a single element. E.g. a function that sends a group element to its inverse.
- Nullary operations take no elements and output a single element. E.g. The identity of a group.

# Entering the world of Universal Algebra

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## Legal Axioms

$$\forall x, y, z \in A,$$

$$(x * y) * z = x * (y * z)$$

$$x * y = y * x$$

$$x \times (y + z) = x \times y + x \times z$$

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## Evil Crime Axioms

$$\begin{aligned}\exists e \text{ st } x * e = e * x = x \quad \forall x \in x \\ \forall x \in A, \exists x^{-1} \text{ s.t. } x \times x^{-1} = 1 \\ \forall x \in A \setminus \{0\}, \exists x^{-1} \text{ such that:} \\ \qquad \qquad \qquad x \times x^{-1} = 1\end{aligned}$$

# Are Groups a variety?

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A group is a set  $G$  along with a binary operation  $*$  satisfying the following three axioms:

- ①  $\forall x, y, z \in G, (x * y) * z = x * (y * z)$
- ②  $\exists e \in G$  such that  $\forall x \in G, x * e = e * x = x$
- ③  $\forall x \in G, \exists x^{-1} \in G$  such that  $x * x^{-1} = x^{-1} * x = e$

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A Group is a set  $G$  along with three operations, a binary operation  $*$ , a unary operation Inv and a nullary operation  $e$ , satisfying the following three axioms:

- ①  $\forall x, y, z \in G, (x * y) * z = x * (y * z)$
- ②  $\forall x \in G, x * e = e * x = x$
- ③  $\forall x \in G, x * \text{Inv}(x) = \text{Inv}(x) * x = e$

So Groups are a variety!

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Extends more naturally when adding additional structure.

Adapts well into category theory (for instance, defining a group object on a non-set).

# Are Fields a Variety?

## Evil Crime Axioms

$\exists e \text{ st } x * e = e * x = x \quad \forall x \in x$

$\forall x \in A, \exists x^{-1} \text{ s.t. } x \times x^{-1} = 1$

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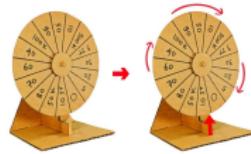
$$\forall x \in A \setminus \{0\}, \exists x^{-1} \text{ such that: } x \times x^{-1} = 1$$

We cannot possibly rewrite this with exclusively equality, so  
Fields fail to form a Variety unless we can invert 0.

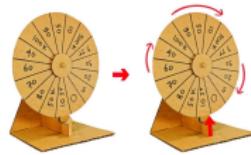
# Why can't we invert 0 in a field?

- $0 \cdot b = (a - a) \cdot b = ab - ab = 0$
- $1 = \frac{1}{0} \cdot 0 = 0$ , but 1 and 0 must be distinct.

# Introducing the Wheel



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A Wheel is a set  $W$  alongside two binary operations  $+$  and  $\cdot$ , one unary operation  $/$  and two nullary operations  $1$  and  $0$  satisfying the following axioms:

- $a + b = b + a$
- $a \cdot b = b \cdot a$
- $(a + b) + c = a + (b + c)$
- $(a \cdot b) \cdot c = a \cdot (b \cdot c)$
- $a + 0 = 0 + a = a$
- $a \cdot 1 = 1 \cdot a = a$
- $/a = a$
- $/(x \cdot y) = /x \cdot /y$
- $(x + y) \cdot z + 0 \cdot z = x \cdot y + y \cdot z$
- $(x + y \cdot z) \cdot /y = x \cdot /y + z + 0 \cdot y$
- $0 \cdot 0 = 0$
- $(x + 0 \cdot y) \cdot z = x \cdot z + 0 \cdot y$
- $/(x + 0 \cdot y) = /x + 0 \cdot y$
- $0 \cdot /0 + x = 0 \cdot /0$

# Fun(?) facts about wheels

We do not necessarily have  $0 \cdot x = 0$

It is not necessarily true that  $x \cdot /x = 1$

We do not necessarily have  $x - x = 0$ , in fact in general,  
 $x - x = 0 \cdot x^2$

# Is wheel theory useful?

Is wheel theory useful?

No

# Examples of wheels

## Wheel of fractions [edit]

Let  $A$  be a commutative ring, and let  $S$  be a multiplicative submonoid of  $A$ . Define the congruence relation  $\sim_S$  on  $A \times A$  via

$(x_1, x_2) \sim_S (y_1, y_2)$  means that there exist  $s_x, s_y \in S$  such that  $(s_x x_1, s_x x_2) = (s_y y_1, s_y y_2)$ .

Define the *wheel of fractions* of  $A$  with respect to  $S$  as the quotient  $A \times A / \sim_S$  (and denoting the equivalence class containing  $(x_1, x_2)$  as  $[x_1, x_2]$ ) with the operations

$$0 = [0_A, 1_A] \quad (\text{additive identity})$$

$$1 = [1_A, 1_A] \quad (\text{multiplicative identity})$$

$$/[x_1, x_2] = [x_2, x_1] \quad (\text{reciprocal operation})$$

$$[x_1, x_2] + [y_1, y_2] = [x_1 y_2 + x_2 y_1, x_2 y_2] \quad (\text{addition operation})$$

$$[x_1, x_2] \cdot [y_1, y_2] = [x_1 y_1, x_2 y_2] \quad (\text{multiplication operation})$$

In general, this structure is not a ring unless it is trivial, as  $0x \neq 0$  in the usual sense – here with  $x = [0, 0]$  we get  $0x = [0, 0]$ , although that implies that  $\sim_S$  is an improper relation on our wheel  $W$ .

This follows from the fact that  $[0, 0] = [0, 1] \implies 0 \in S$ , which is also not true in general.<sup>[1]</sup>

## Projective line and Riemann sphere [edit]

The special case of the above starting with a field produces a projective line extended to a wheel by adjoining a bottom element noted  $\perp$ , where  $0/0 = \perp$ . The projective line is itself an extension of the original field by an element  $\infty$ , where  $z/0 = \infty$  for any element  $z \neq 0$  in the field. However,  $0/0$  is still undefined on the projective line, but is defined in its extension to a wheel.

Starting with the real numbers, the corresponding projective "line" is geometrically a circle, and then the extra point  $0/0$  gives the shape that is the source of the term "wheel". Or starting with the complex numbers instead, the corresponding projective "line" is a sphere (the Riemann sphere), and then the extra point gives a 3-dimensional version of a wheel.

Figure: Stolen from wikipedia, CC-BY-SA 4.0

The talk is over now.



Figure: A couple of wheel enjoyers