# Clifford for Mathematica.

A Mathematica package for doing Clifford Algebra. Version 1.2

By

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## 1. Installation.

#### clifford.m

In order to install clifford.m (core of the Clifford Algebra package), just copy the clifford.m file into the directory;

(Mathematica installation dir)\Wolfram Research\Mathematica\X.X\AddOns\ExtraPackages

#### Clifford.nb

To have access to a palette that contains some functions of clifford.m without typing the whole word. Just copy the Clifford.nb file to;

(Mathematica installation dir)\\Wolfram Research\Mathematica\X.X\SystemFiles\FrontEnd\Palettes

Now, the palette will be in the Palettes submenu of the File menu.

#### Documentation.

The documentation includes this user guide and a brief description of all the functions of clifford.m. Thus, to put the documentation in the help browser of *Mathematica's* FrontEnd, just copy the Clifford.m folder into:

#### (Mathematica installation dir)\Wolfram Research\Mathematica\X.X\Documentation\English\AddOns

Now, in order to view it in the Help Browser, it must be edited the BrowserCategories.m of the last folder with the next lines;

Finally, go to the Help menu and select Rebuild Help Index. Now, the help for clifford m is in the Help Browser.

### 2. Introduction.

The Clifford algebra of the vector space  $R^{p,q}$ , with a bilinear form  $\langle x, y \rangle$  of signature p and an orthonormal basis  $\{e_1, e_2, ..., e_n\}$ , i = 1, 2, ..., n (= p + q), is generated by  $R^{p,q}$  with the relation

$$e_i e_j + e_j e_i = 2 \langle e_i, e_j \rangle$$

where

$$\langle e_i, e_j \rangle = 0$$
 if  $i = j$   
 $\langle e_i, e_i \rangle = 1$  if  $i = 1, ..., p$   
 $\langle e_i, e_i \rangle = -1$  if  $i = p + 1, ..., n$ 

Clifford.m is a package for doing general calculations with Clifford Algebra of  $R^{p,q}$ , using *Mathematica* 5.0 or higher. All results are given in terms of the orthonormal basis vectors  $\{e_1, e_2, ..., e_n\}$ .

In session with Clifford.m, basis vectors  $e_i$  are denoted by e[i]. For instance, the multivectors

$$A = a e_1 + b e_2$$

$$B = 1 + a \times b + (5 - a) e_1 e_2$$

$$T = 17 e_1 + a^2 e_1 e_2 e_3,$$

must be written as

```
<< "clifford.m"

A = a * e[1] + b * e[2];
B = 1 + a * b + (5 - a) * e[1] * e[2];
T = 17 * e[1] + a<sup>2</sup> * e[1] * e[2] * e[3];
```

Care must be taken in preserving the canonical order of the expression since we are using the commutative product \* of *Mathematica* and expression are automatically rewritten in canonical order. The use of the function GeometricProduct is recommended in order to avoid mistakes, thus for example the multivector  $B = e_1 e_3 e_2$  must be written as

```
B = GeometricProduct[e[1], e[3], e[2]]
-e_1 e_2 e_3
```

But as a short cut we can type directly

```
B = -e[1] e[2] e[3]
-e_1 e_2 e_3
```

The signature of the bilinear form  $\langle x, y \rangle$  can be set by using \$SetSignature=p. If no value is specified at the beginning of the session, the default is p = 20.

Whit the exception of the function Dual, it is not necessary to define the dimension of the vector space  $R^{p,q}$ . Given two or more multivectors, the maximum dimension of the space where they are embedded is calculated automatically.

## 3. Listing of implicit functions.

#### 2.1 Coeff[m,b]

**Description:** Extracts the coefficient of the blade b in the multivector m.

**Arguments:** b is a blade of grade and m is a multivector.

#### 2.2 Dual[m,d]

**Description:** Calculates the dual of the multivector m in  $\mathbb{R}^d$ .

**Arguments:** m is a multivector and d is a positive integer.

#### 2.3 e[i]

**Description:** e[i] is used to denote the i-th basis vector of  $\mathbb{R}^d$ .

**Arguments:** i is a integer greater than zero.

#### 2.4 GADraw[m,v]

**Description:** Plots a multivector m in  $\mathbb{R}^3$ . To change the plot's view v, it must be used the ViewPoint function.

**Arguments:** m is a multivector and v is the view point of the plot.

**Comments:** v can be omitted and the default value is  $ViewPoint \rightarrow \{0, 1, 0\}$ .

#### 2.5 GeometricCos[m,n]

**Description:** Calculates the power series of the function Cos of the multivector m to a power n.

**Arguments:** m is a multivector and n a positive integer.

**Comments:** n can be omitted and the default value is 10.

#### 2.6 GeometricExp[m,n]

**Description:** Calculates the power series of the function Exp of the multivector m to a power n.

**Arguments:** m is a multivector and n a positive integer.

**Comments:** n can be omitted and the default value is 10.

#### 2.7 GeometricPower[m,n]

**Description:** Calculates the n-th power of the multivector m.

**Arguments:** m is a multivector and n a positive integer.

#### 2.8 GeometricProduct[m1,m2,...]

**Description:** Calculates the geometric product of the multivectors m1, m2, . . .

**Arguments:** m1, m2, . . . are multivectors.

#### 2.9 GeometricProductSeries[sym,m,n]

**Description:** Calculates the power series of the function sym of the multivector m to a power n.

**Arguments:** sym is a *Mathematica* function, m is a multivector and n a positive integer.

Comments: sym is any function which can be represented as a power series about zero. n can be omitted and the default

value is 10.

#### 2.10 GeometricSin[m,n]

**Description:** Calculates the power series of the function Sin of the multivector m to a power n.

**Arguments:** m is a multivector and n a positive integer.

**Comments:** n can be omitted and the default value is 10.

#### 2.11 GeometricTan[m,n]

**Description:** Calculates the power series of the function Tan of the multivector m to a power n.

**Arguments:** m is a multivector and n a positive integer.

**Comments:** n can be omitted and the default value is 10.

#### 2.12 Grade[m,r]

**Description:** Extracts the term of grade r from the multivector m.

**Arguments:** m is a multivector and r a positive integer.

#### 2.13 i

**Description:** Denotes the first complex component of a quaternion (see also j and k)

Arguments: None.

#### 2.14 Im[q]

**Description:** Extracts the complex part of a quaternion q.

**Arguments:** q is a quaternion.

#### 2.15 InnerProduct[m1,m2,...]

**Description:** Calculates the inner product of the multivectors m1, m2, . . .

**Arguments:** m1, m2, ... are multivectors.

#### **2.16** j

**Description:** Denotes the second complex component of a quaternion (see also i and k)

Arguments: None.

#### 2.17 k

**Description:** Denotes the third complex component of a quaternion (see also i and j)

Arguments: None.

#### 2.18 Magnitude[m]

**Description:** Calculates the magnitude of the multivector m.

**Arguments:** m is a multivector.

#### 2.19 MutivectorInverse[m]

**Description:** Calculates (if it exists) the inverse of the multivector m.

**Arguments:** m is a multivector.

#### 2.20 OuterProduct[m1,m2,...]

**Description:** Calculates the outer product of the multivectors m1, m2, . . .

**Arguments:** m1, m2, ... are multivectors.

#### 2.21 Projection[v,b]

**Description:** Projects the vector v onto the space spanned by the blade b.

**Arguments:** v is a vector and b a r-blade.

#### 2.22 Pseudoscalar[n]

**Description:** Gives the pseudoscalar (volume element) of  $\mathbb{R}^n$ .

**Arguments:** n is a positive integer.

#### 2.23 QuaternionConjugate[q]

**Description:** Calculates the conjugate of the quaternion q.

**Arguments:** q is a quaternion.

#### 2.24 QuaternionInverse[q]

**Description:** Calculates the inverse of the quaternion q.

**Arguments:** q is a quaternion.

#### 2.25 QuaternionMagnitude[q]

**Description:** Calculates the magnitude of the quaternion q.

**Arguments:** q is a quaternion.

#### 2.26 QuaternionProduct[q1,q2,...]

**Description:** Calculates the product of the quaternions q1, q2, . . .

Arguments: q1, q2, ... are quaternions.

#### 2.27 Re[q]

**Description:** Extracts the real part of the quaternion q.

**Arguments:** q is a quaternion.

#### 2.28 Reflection[v,w,x]

**Description:** Calculates the specular reflection of the vector v by the plane spanned by the vectors w and x.

**Arguments:** v, w and x are vectors.

#### 2.29 Rejection[v,b]

**Description:** Calculates the orthogonal projection of the vector v onto the orthogonal complement to the space spanned by the blade b.

**Arguments:** v is a vector and b a r-blade.

#### 2.30 Rotation[v,w,x,theta]

**Description:** Rotates the vector v, by an angle theta. The plane spanned by w and x is left invariant.

**Arguments:** v, w and x are vectors and theta is the rotation angle in degrees.

Comments: theta can be omitted and in such case, the rotation angle is that formed by the vectors w and x.

#### 2.31 ToBasis[v]

**Description:** Transforms a vector from the *Mathematica* notation (list) to a linear combination of vectors e [i].

**Arguments:** v is a vector given in standard notation (list).

#### 2.32 ToVector[v,d]

**Description:** Transforms a vector from a linear combination of vectors or multivectors in the canonical form e[i] to the standard notation in *Mathematica* (d-dimensional list).

Arguments: v is a vector and d positive integer.

Comments: d can be omitted and in such case the list's dimension is the greatest dimension of the basis vectors e[i].

#### 2.33 Turn[m]

**Description:** Gives the reverse of the multivector m.

**Arguments:** m is a multivector.

# 4. Simple examples.

This loads the package.

<< "clifford.m"

Here are 3 multivectors.

```
u = a + 3 * e[1] + b * e[3];
v = a * e[1] * e[2] * e[3];
w = e[2] + b * e[1] * e[2] * e[3] * e[4];
```

The geometric product uvw is:

```
B = GeometricProduct[u, v, w]

abe_1 - 3ae_3 - a^2e_1e_3 - a^2be_4 - 3abe_1e_4 - ab^2e_3e_4
```

The outer (wedge) product between u and v is:

```
OuterProduct[u, v]
a^2 e_1 e_2 e_3
```

The operation  $\langle \tilde{w} \rangle_4$  is:

```
Grade[Turn[w], 4]
be<sub>1</sub> e<sub>2</sub> e<sub>3</sub> e<sub>4</sub>
```

The multivector  $e^{1+e_1 e_2}$  is:

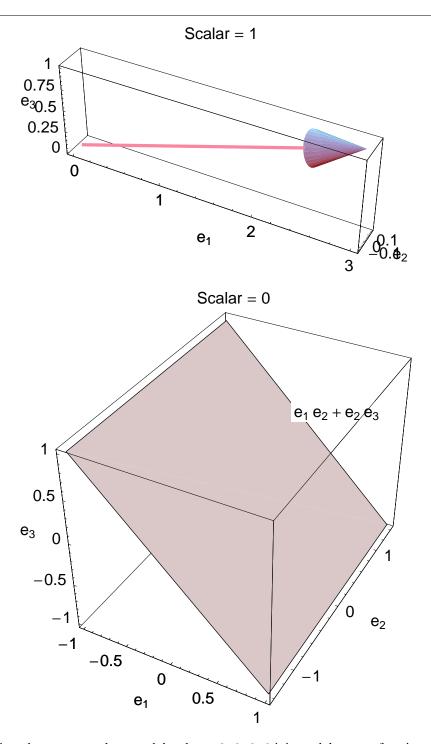
```
Simplify[GeometricExp[1+e[1]*e[2], 5]] \frac{1}{30} (44 + 69 e_1 e_2)
```

The product between the quaternions (2 + i + 3 k) (a + k) is:

```
QuaternionProduct[2+i+3*k,a+k]
-3+2a+ai-j+2k+3ak
```

The plot of u and the plane e[1]e[2]+e[2]e[3] (the vectors must be numeric in order to plot) is:

```
a = 1;
b = 1;
plot1 = GADraw[u];
plot2 = GADraw[e[1] e[2] + e[2] e[3]];
```



Finally, in order to put together u and the plane e[1]e[2] it is used the Show function:

## Show[plot1, plot2];

