

## EMAT10001 Workshop Sheet 7.

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### Introduction

There is the usual bounty for errors and typos, 20p to £2 depending on how serious it is.

### Useful facts

- Definition of a group: given a set  $X$  and a map

$$\begin{aligned} X \times X &\rightarrow X \\ (x, y) &\mapsto x \cdot y \end{aligned} \tag{1}$$

then  $(X, \cdot)$  is a group if

1. Closure: if  $x \in X$  and  $y \in X$  then  $x \cdot y \in X$ .
2. Associativity: if  $x, y$  and  $z$  are all in  $X$  then

$$(x \cdot y) \cdot z = x \cdot (y \cdot z) \tag{2}$$

3. Identity: there is an element  $e \in X$  such that  $x \cdot e = e \cdot x = x$  for all  $x \in X$ .
4. Inverse: for any element  $x \in X$  there is another element  $x^{-1}$  such that  $x \cdot x^{-1} = x^{-1} \cdot x = e$ .

### Some common mathematical notation

- Some names for laws governing addition and multiplication.
  1. Associative property: rough means you can move the brackets around, holds for both addition and multiplication.

$$\begin{aligned} a(bc) &= (ab)c \\ a + (b + c) &= (a + b) + c \end{aligned} \tag{3}$$

It doesn't hold for division:  $(12/4)/3 = 3/3 = 1$  but  $12/(4/3) = 36/4 = 9$ .

2. Distributive rule: the rule for getting rid of brackets when you have multiplication and addition

$$\begin{aligned} a(b + c) &= ab + ac \\ (a + b)c &= ac + bc \end{aligned} \tag{4}$$

3. Abelian property: the order doesn't matter, holds for addition and multiplication.

$$\begin{aligned} ab &= ba \\ a + b &= b + a \end{aligned} \tag{5}$$

Doesn't hold for division, or matrix multiplication or rotations about different axes.

- How to write maps: above we use a common notation for writing maps

$$\begin{aligned} f : X &\rightarrow Y \\ x &\mapsto f(x) \end{aligned} \tag{6}$$

means that  $f$  maps elements in a set  $X$  to elements in set  $Y$  with  $x$  going to  $f(x) \in Y$ . So, using this notation, if we were defining the floor function we might write

$$\begin{aligned} \lfloor \cdot \rfloor : \mathbf{R} &\rightarrow \mathbf{Z} \\ x &\mapsto \lfloor x \rfloor = \text{the integer you get by rounding down } x \end{aligned} \tag{7}$$

- The four element group we saw in lectures is called  $\mathbf{Z}_4$ , the one we discuss below, the Klein four-group is often called  $V_4$ , the  $V$  stands for Vier, the German for four.

## Exercise sheet

1. The group  $Z_2$  can be thought of as the multiplicative group formed by  $\{[1], [2]\}$  modulo three. Write out the table.
2. The group  $Z_2$  can be also be thought of as the additive group formed by  $\{[0], [1]\}$  modulo two. Write out the table and show it is isomorphic to the table above.
3. Work out the group table for the rotational symmetries of an equilateral triangle.
4. A subgroup of a group is a subset of the group that is a group, the main thing to check is that the subset is closed. Now, using the notation in the lecture notes  $\{e, a\}$  in the  $Z_4$  group is not a subgroup since  $a^2 = c$  so it isn't closed. Can you find a  $Z_2$  subgroup of  $Z_4$ ? What about  $V_4$ ? It has three  $Z_2$  subgroups.

## Further study

- One nice story relates to wallpaper groups, they are the group of symmetries of a repeating two-dimensional pattern. It turns out there are only 17 of these; the Wikipedia article has illustrations of patterns with these different symmetries.  
[http://en.wikipedia.org/wiki/Wallpaper\\_group](http://en.wikipedia.org/wiki/Wallpaper_group)
- The *Futurama* episode *The Prisoner of Benda* involves group theory and one of the writers proved a theorem specifically to use in the episode.

- The problem of finding all possible groups is one of the big problems of twentieth century mathematics, the eventual classification theorem is tens of thousands of pages long. See [http://en.wikipedia.org/wiki/Classification\\_of\\_finite\\_simple\\_groups](http://en.wikipedia.org/wiki/Classification_of_finite_simple_groups). Important work on this problem was done by John Conway who is known to computer scientists for inventing early cellular automaton called the Game of Life [http://en.wikipedia.org/wiki/John\\_Horton\\_Conway](http://en.wikipedia.org/wiki/John_Horton_Conway).

## Challenge

This week's `projecteuler.net` challenge: the usual sort of prize for the first two people to prove problems with numbers higher than 300.