

## Current interval arithmetic

An identity  $I$ , such that for all intervals  $x$ ,  $x \times I = x$ . Does exist and has a value of  $I = (1, 1)$ .

*Proof.* For some positive-positive  $(x, y)$ . The expression  $(a, b) \times (x, y)$  is given by:

- If  $(a, b)$  is positive-positive, then  $(a, b) \times (x, y) = (a \cdot x, b \cdot y)$
- If  $(a, b)$  is negative-negative, then  $(a, b) \times (x, y) = (a \cdot y, b \cdot x)$
- If  $(a, b)$  is negative-positive, then  $(a, b) \times (x, y) = (a \cdot y, b \cdot y)$

Now, substituting  $(x, y) = (1, 1)$ . We see that all of the expressions result in  $(a, b)$ . Thus,  $(1, 1)$  is the multiplicative identity of intervals.  $\square$

However, there does not exist an inverse interval  $x^{-1}$ , such that  $x \times x^{-1} = (1, 1)$ .

*Proof.* Consider the multiplication of  $(lx, ux)$  and  $(ly, uy)$ .

- If  $x$  is positive-positive, then
  - If  $y$  is positive-positive  $\rightarrow (lx \cdot ly, ux \cdot uy)$ .
  - If  $y$  is negative-negative  $\rightarrow (ux \cdot ly, lx \cdot uy)$ .
  - If  $y$  is negative-positive  $\rightarrow (ux \cdot ly, ux \cdot uy)$ .

Examining the first case, if  $x \times y = (1, 1) \implies (lx \cdot ly, ux \cdot uy) = (1, 1)$ . This implies that  $y = (\frac{1}{lx}, \frac{1}{ux})$ . Since  $a$  must be less than  $b$  in any given interval of the form  $(a, b)$ . The positive-positive inverse interval  $y$  does not exist.

As for the rest of the cases, it can be shown that the inverse intervals do not exist due to the fact that they can not produce a positive-positive interval such as  $(1, 1)$ . Due to their sign.

Thus, for any given interval  $x$ . An inverse does not necessarily exist.  $\square$

Since the intervals do not produce a field. It's not possible to treat them like real number.

After some further research. I have encountered the following: wiki page

It seems that my approach was more mathematical, and I forgot what it means to do asthmatic on intervals. In any case, Using the same symbol more than one time, increases the error. See this