Chapter 1

1.2.10

$$(x,y)(x,y) + (x,y) + (1,0) = (0,0)$$

$$(x^2 - y^2, 2xy) + (x,y) + (1,0) = (0,0)$$
Imaginary Part: $2xy + y = 0$

$$(2x+1)y = 0$$

$$x = -\frac{1}{2} \text{ or } y = 0$$
Real Part: $x^2 - y^2 + x + 1 = 0$

$$y = 0 \implies x^2 + x + 1 = 0$$
No real solutions for $x \implies y \neq 0$

$$x = -\frac{1}{2} \implies -y^2 + \frac{3}{4} = 0$$

$$y^2 = \frac{3}{4}$$

$$y = \pm \frac{\sqrt{3}}{2}$$

$$z = \left(-\frac{1}{2}, \frac{\sqrt{3}}{2}\right)$$

1.3.7

$$\frac{z_1 z}{z_2 z} = \left(\frac{z_1}{z_2}\right) \left(\frac{z}{z}\right) \text{ by identity 8}$$
$$= \frac{z_1}{z_2}$$

1.4.5

a)

-4i and 4i are complex numbers at coordinates (0,-4) and (0,4) on the complex plane, and we want the set of all points z such that |z-4i|+|z+4i|, or the sum of their distance to (0,-4) and (0,4) on the complex plane, is 10. That is the definition of an ellipse: the set of all points such that the sum of their distances to the two foci is constant.

b)

-1 and i correspond to coordinates (-1,0) and (0,1). If we consider the set of all points equidistant to both, we get the line y=-x, which goes through the origin and has slope -1. |z-1|=|z+i| refers to points equidistant to the two aforementioned points, hence giving us what we want.

1.5.5

$$\begin{vmatrix} z_1 \\ \frac{z_1}{z_2} \end{vmatrix} = \begin{vmatrix} \frac{x_1x_2 + y_1y_2}{x_2^2 + y_2^2} + i\frac{y_1x_2 - x_1y_2}{x_2^2 + y_2^2} \end{vmatrix}$$

$$= \sqrt{\frac{\left(\frac{x_1x_2 + y_1y_2}{x_2^2 + y_2^2}\right)^2 + \left(\frac{y_1x_2 - x_1y_2}{x_2^2 + y_2^2}\right)^2}{\left(\frac{x_2}{x_2^2 + y_2^2}\right)^2}}$$

$$= \sqrt{\frac{(x_1x_2 + y_1y_2)^2 + (y_1x_2 - x_1y_2)^2}{(x_2^2 + y_2^2)^2}}$$

$$= \sqrt{\frac{x_1^2x_2^2 + x_1^2y_2^2 + y_1^2x_2^2 + y_1^2y_2^2}{(x_2^2 + y_2^2)^2}}$$

$$= \sqrt{\frac{x_1^2(x_2^2 + y_2^2) + y_1^2(x_2^2 + y_2^2)}{(x_2^2 + y_2^2)^2}}$$

$$= \sqrt{\frac{x_1^2 + y_1^2}{x_2^2 + y_2^2}}$$

$$= \frac{\sqrt{x_1^2 + y_1^2}}{\sqrt{x_2^2 + y_2^2}}$$

$$= \frac{|z_1|}{|z_2|}$$

1.5.11

a)

Definition of Real:
$$y = 0$$

 $z = x + yi = x$
 $\bar{z} = x - yi = x$

b)

Real:
$$y = 0 \implies z = \bar{z}$$
 per part $a \implies z^2 = \bar{z}^2$
Pure Imaginary: $x = 0$
 $z = x + yi = yi$
 $z^2 = -y^2$
 $\bar{z} = x - yi$
 $\bar{z}^2 = (-yi)^2 = -y^2$

1.7.9

$$egin{aligned} c_1 &= r_1 e^{i heta_1}, c_2 = r_2 e^{i heta_2}, ar{c}_2 = r_2 e^{-i heta_2} \ z_1 &= c_1 c_2 = r_1 r_2 e^{i(heta_1 + heta_2)} \ z_2 &= r_1 r_2 e^{i(heta_1 - heta_2)} \end{aligned}$$

Both have moduli r_1r_2 .

1.9.6

$$egin{align*} z^4 + 4 &= 0 \ z^4 &= -4 \ &z = \sqrt{2}e^{irac{2k\pi+\pi}{4}}, k = 0, 1, 2, 3 \ z &= 1+i, 1-i, -1-i, -1+i \ &(z-(1+i))(z-(1-i))(z-(-1-i))(z-(-1+i)) &= (z^2-2z+2)(z^2+2z+2) \ \end{cases}$$

1.9.7

$$c^n=1, c
eq 1$$
 $1+c+c^2+\cdots+c^{n-1}=rac{1-c^n}{1-c}=0$ when $c
eq 1$

Geometric intuition: space the roots of unity around a circle, think of them as vectors, their vector sum is the zero vector by symmetry.

1.10.2

a is closed

b is open

c is open

d is closed

e is neither: z=0 and z=1+i are both boundary points, the former is not contained while the latter is.

f is closed