# Last week: Laurent series, residues, singularities

A Laurent series is like a power series but we're allowed to have negative terms.

### Theorem (Laurent's Theorem)

Suppose that f has an isolated singularity at  $\alpha$ , so f analytic on  $D' = \{z : 0 < |z - \alpha| < R\}$ . Then f can be represented by a Laurent series around  $\alpha$  that converges on D':

$$f(z) = \sum_{n=-\infty}^{\infty} a_n (z - \alpha)^n$$

- ▶  $a_1$  is called the *residue of f at*  $\alpha$
- ▶ f has a removable singularity/pole/essential singularity if it has no/finite / infinite  $a_{-k} \neq 0$

### What's left:

Today Residue Theorem

Tomorrow Applying Residue Theorem to Real Integrals

Next Monday Residue Theorem tricks:

$$\sum_{n=1}^{\infty} \frac{1}{n^2} = \frac{\pi^2}{6}$$

Tuesday Application: Laplace Transform? Revision? Week 12 Revision?

No office hours this week due to the strike.

#### At last!

## Theorem (The Residue Theorem)

Let D be a simply connected region containing a simple positively oriented contour  $\gamma$ . Suppose f is analytic on D except for finitely many singularities  $\beta_1, \ldots, \beta_n$ , none of which like on  $\gamma$ . Then

$$\int_{\gamma} f(z)dz = 2\pi i \times (\text{sum of the residues of } f \text{ at the } \beta_i \text{ inside } \gamma)$$

#### Proof.

The proof is really putting together things we've already done:

- Deform contour so one singularity in each piece
- Expand f in Laurent series
- ▶ Use formula for  $a_{-1}$  / our first important example

# Using the Residue Theorem

Show you understand and check hypotheses!

- 1. Find the isolated singularities (bad points)  $\beta_i$  of f
- 2. Draw picture showing  $\gamma$  and bad points to see which are inside
- 3. Find the residues of the singularities inside  $\gamma$

Examples; let  $c = 5e^{it}$   $(0 \le t \le 2\pi)$ 

- 1.  $\int_{C} \frac{dz}{z^2(z-3)^3}$
- 2.  $\int_C \frac{dz}{\tan(z)}$
- 3.  $\int_C z^3 \cos(1/z) dz$

Finding the residues can be a lot of work.

Laurent Expansion often easiest. For simple poles use shortcut.