

Problem 1:

(A) 12 is the identity

(B) the inverse of k is $\begin{cases} 12-k & \text{if } k \neq 12 \\ 12 & \text{if } k = 12 \end{cases}$

(C) Notice that

$$j * k = \begin{cases} j+k, & j+k \leq 12 \\ j+k-12, & j+k > 12 \end{cases}$$

If $j+k \leq 12$, $j * k = j+k = k+j = k * j$

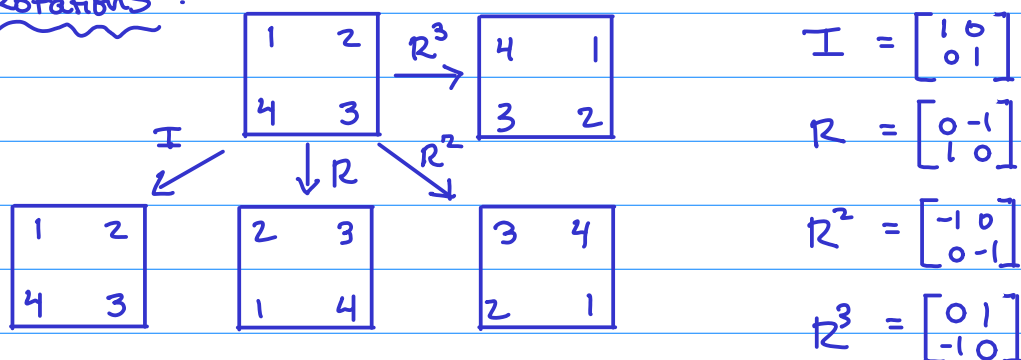
If $j+k > 12$, $j * k = j+k-12 = k+j-12 = k * j$

In either case, $j * k = k * j$.

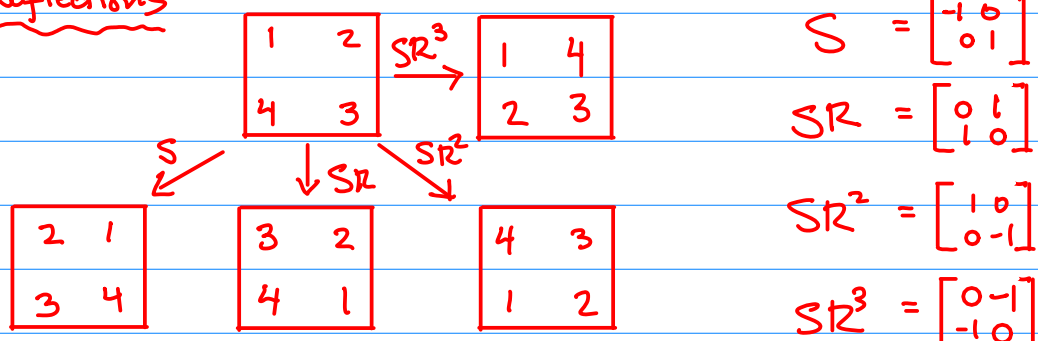
Problem 2:

(A) There are two kinds of symmetries

Rotations:



Reflections:



(B) Multiplication Table

	I	R	R ²	R ³	S	SR	SR ²	SR ³
I	I	R	R ²	R ³	S	SR	SR ²	SR ³
R	R	R ²	R ³	I	SR ³	S	SR	SR ²
R ²	R ²	R ³	I	R	SR ²	SR ³	S	SR
R ³	R ³	I	R	R ²	SR	SR ²	SR ³	S
S	S	SR	SR ²	SR ³	I	R	R ²	R ³
SR	SR	SR ²	SR ³	S	R ³	I	R	R ²
SR ²	SR ²	SR ³	S	SR	R ²	R ³	I	R
SR ³	SR ³	S	SR	SR ²	R	R ²	R ³	I

- (C) • Matrix multiplication is associative, so group is associative
 • I is identity
 • Inverse of R^i is R^{4-i} . Inverse of SR^i is $R^{4-i}S$
 Thus it is a group.

The multiplication table is not symmetric, so the group is not Abelian.

Problem 3

- (A) Let $e \in G$ be the identity.

$$e * e = e \quad \text{so} \quad e = e * e.$$

Since the cross product of a vector with itself is $\vec{0}$, we get $e = \vec{0}$.

- (B) If $g \in G$, then $e * g = g$, so $g = \vec{0} * g = \vec{0}$
 Thus $g = \vec{0} \quad \forall g \in G$. $\therefore G = \{\vec{0}\}$