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Abstract Algebra Notes

Week 1 Wed, Sep 4, 2024

Outline

Names & icebreaker

First examples of groups and Cayley graphs

Groups: Def and examples (Judson Sec 3.1)

Group quiz 1

Syllabus / HW 01 (Overleaf.com)

* Break around 8 pm

Shorthand:

elt \rightarrow element

iff \rightarrow if and only if

$$\mathbb{N} = \{n: n \text{ is a natural number}\} = \{1, 2, 3, \dots\}$$

$$\mathbb{Z} = \{n: n \text{ is an integer}\} = \{\dots, -2, -1, 0, 1, 2, \dots\}$$

$$\mathbb{Q} = \{r: r \text{ is a rational number}\}$$

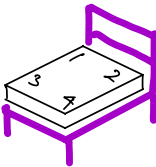
$$= \left\{ \frac{p}{q} : p, q \in \mathbb{Z} \text{ where } q \neq 0 \right\}$$

$$\mathbb{R} = \{x: x \text{ is a real number}\}$$

$$\mathbb{C} = \{z: z \text{ is a complex number}\}$$

$$= \{a + bi : a, b \in \mathbb{R}\}$$

The mattress group G_1

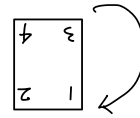
Original position:  or $\begin{matrix} 1 & 2 \\ 3 & 4 \end{matrix}$ for convenience

We want to remove this mattress from the frame, move it in some way, then fit it back into the frame. We're only interested in the net effect.

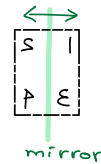
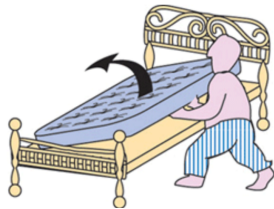
Four possible transformations:

I. Do nothing (I for "Identity") $\begin{matrix} 1 & 2 \\ 3 & 4 \end{matrix}$

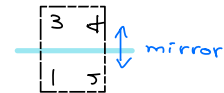
R. Rotate by 180° ("up" surface stays the same, head becomes foot end)



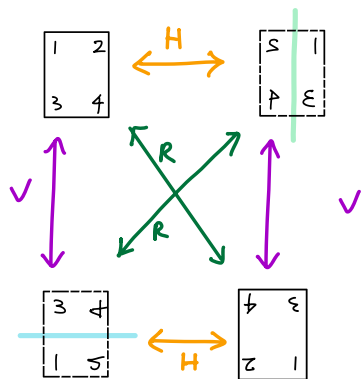
H. Horizontal flip ("up" surface is flipped, head end stays the same)



V. Vertical flip ("up" surface is flipped, head becomes foot end)



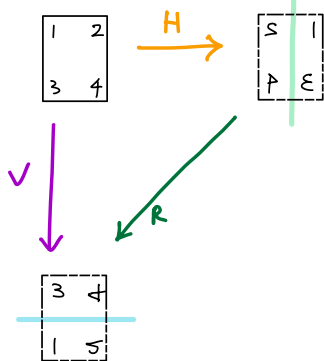
Visualize how these transformations relate to one another in a Cayley graph:



- The four vertices are the 4 states of the mattress
- Arrows are transformations

Remark

- Here all arrows are double-sided because doing R (or H or V) twice is the same as doing nothing (I).
- Instead of doing a vertical flip (harder in practice), you can do H and then R (or R then H) and achieve the same result.



Our textbook convention:
Read from right to left
like function composition

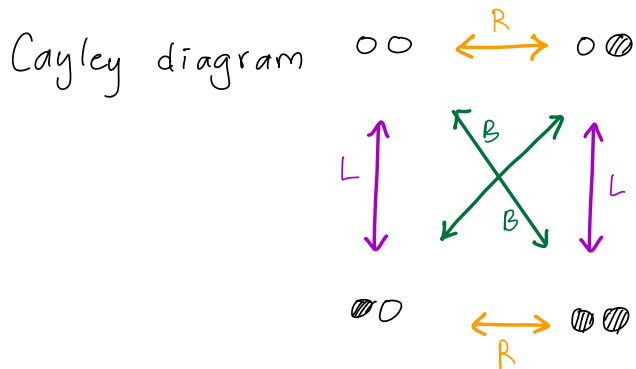
Here write $V = RH$ and say "the diagram commutes"

2-light switch group G_2

Starting state: both light switches are off 00

Four possible transformations:

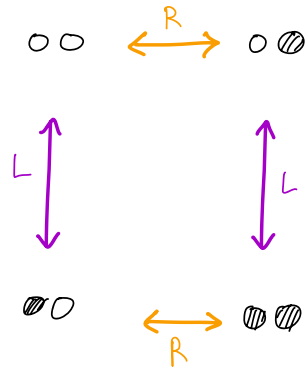
- I. Do nothing 00
- R. Flip right switch $0\textcircled{0}$
- L. Flip left switch $\textcircled{0}0$
- B. Flip both switches $\textcircled{0}\textcircled{0}$



Remark

- The mattress group G_1 and 2-light switch group G_2 are superficially different, but they have the same structure (we say " G_1 and G_2 are isomorphic as groups")
- Any group w/ the same structure as G_1 and G_2 is called the Klein 4-group, denoted by V_4 because the word for four in German starts w/ "V".

- Since $B = RL$, we can get to all states using just R and L , so another possible Cayley diagram for G_2 is



Exercise Consider a variation of the mattress group where the mattress is square.

Now you can also rotate by 90° and 270° , and do more types of flips.

- List all possible transformations.
- Try to draw a Cayley diagram using just flips.

Groups : Sec 3.2 Def & Examples

Recall (Sec 1.2)

The Cartesian product of sets A and B is a new set

$$A \times B = \{ \underbrace{(a,b)}_{\text{tuple or ordered pair}} : a \in A \text{ and } b \in B \}$$

Rem In general $A \times B \neq B \times A$

$$\text{Ex: } A = \{x, y\}, B = \{1, 2, 3\}, C = \emptyset$$

$$A \times B = \{(x, 1), (x, 2), (x, 3), (y, 1), (y, 2), (y, 3)\}$$

$$A \times C = \emptyset = C \times A$$

Def Let S be a set.

A binary operation $*$ on S is a function

$$\begin{aligned} S \times S &\rightarrow S \\ (a, b) &\mapsto a * b \end{aligned}$$

Depending on the operation, we may write $*$ as

$+$, \cdot , \circ , or a different symbol, or no symbol at all.

Ex: (1) $+$, $-$, \cdot are binary operations on \mathbb{Z}

(2) \div is a binary operation on $\mathbb{Q} \setminus \{0\}$ and $\mathbb{R} \setminus \{0\}$

(3) $+$ is a binary operation on \mathbb{N}

(4) $-$ is not a binary operation on \mathbb{N}

(5) Matrix addition and matrix multiplication are
binary operations on $\text{Mat}_n(\mathbb{R}) \stackrel{\text{def}}{=} \{n \times n \text{ matrices w/ real entries}\}$

(6) $a * b \stackrel{\text{def}}{=} a$ is a binary operation on \mathbb{R}

(7) $a * b \stackrel{\text{def}}{=} a + b + ab$ — " — on \mathbb{R}

Rem A binary operation is simply a method (or formula) for combining an ordered pair from S to yield a new elt of S .

This property is called closure

Below is an example for how to use this word in a sentence:

Claim \div is not a binary operation on \mathbb{Z} ,

Proof The set \mathbb{Z} is not closed under the operation \div .
For example, $5 \div 4 \notin \mathbb{Z}$.

Def Let \star be a binary operation on S

① \star is called associative if

$$(a \star b) \star c = a \star (b \star c)$$

for all $a, b, c \in S$

German word for identity: *Einheit*

② An element $e \in S$ is called an identity element for \star if

$$e \star a = a \text{ and } a \star e = a$$

for all $a \in S$

③ If e is an identity element for \star on S , and $a, b \in S$, and

$$a \star b = e \text{ and } b \star a = e,$$

then b is called an inverse of a under \star

④ \star is called commutative if

$$a \star b = b \star a$$

for all $a, b \in S$

Ex (1) $+$ on \mathbb{Z}

associative, commutative

has identity elt 0

Every $n \in \mathbb{Z}$ has inverse $-n$

(2) \cdot on \mathbb{Z}

associative, commutative

has identity elt 1

The elt 1 has inverse 1

The elt -1 has inverse -1

No other $n \in \mathbb{Z}$ has an inverse

(3) $-$ on \mathbb{Z}

not associative, ex: $(5-1)-1=3$ but $5-(1-1)=5$

(4) \cdot on $\mathbb{Q} \setminus \{0\}$

associative, commutative

has identity elt 1

Every $r \in \mathbb{Q} \setminus \{0\}$ has an inverse $\frac{1}{r}$

(5) \div on \mathbb{Q}

not associative, ex: $(30 \div 5) \div 2 = 3$ but $30 \div (5 \div 2) = 12$

(6) \cdot Matrix multp on $\text{Mat}_n(\mathbb{R})$

associative, not commutative when $n \geq 2$

identity is $\begin{pmatrix} 1 & & \\ & \ddots & \\ & & 1 \end{pmatrix}$, the identity matrix

$M \in \text{Mat}_n(\mathbb{R})$ has an inverse iff $\det(M) \neq 0$

We might refer to a group as G when the operation \star is implicit

Def A group (G, \star) is a set G w/ a binary operation \star on G such that

- ① \star is associative
- ② there is an identity elt e for \star
- ③ Each elt $a \in G$ has an inverse under \star .

Remark Identity and inverses are unique:

Prop Suppose \star is an associative binary operation on a set S .

- ① If there is an identity elt e for \star in S , then e is unique.
- ② If a has an inverse under \star , then this inverse is unique.
usual notation for inverse of a : a^{-1}

(when the binary operation is $+$, we might write the inverse of a as $-a$, not a^{-1})

Proof ① Prove / read text (Prop 3.17)

- ② Suppose b and c are inverses of a under \star .

Then $ab = ba = e$ and $ac = ca = e$.

(We want to show $b = c$)

$$b = be = b(ac) \stackrel{\text{since } \star \text{ is associative}}{=} (ba)c \stackrel{\text{by assumption above}}{=} ec \stackrel{\text{since } e \text{ is an identity elt}}{=} c$$

Prop ("socks-shoes" property)

Let $(G, *)$ be a group, and $a, b \in G$.

$$\textcircled{1} (ab)^{-1} = b^{-1}a^{-1}$$

$$\textcircled{2} (a^{-1})^{-1} = a$$

Proof $\textcircled{1}$ $ab(b^{-1}a^{-1}) = ae a^{-1} = aa^{-1} = e$ and

$$\text{similarly, } (b^{-1}a^{-1})ab = b^{-1}eb = b^{-1}b = e,$$

so $b^{-1}a^{-1}$ is an inverse of ab .

But the previous proposition tells us that inverses are unique.

$$\text{Hence } (ab)^{-1} = b^{-1}a^{-1}.$$

$\textcircled{2}$ Prove / read text (Prop 3.20)

Def A group $(G, *)$ is called **abelian** (or commutative) if $*$ is commutative.

Ex of abelian groups

(1) $\mathbb{Z}, \mathbb{Q}, \mathbb{R}, \mathbb{C}$ are abelian groups under $+$

(2) {Even integers} is an abelian group under $+$

(3) $\mathbb{Q}^{\times} = \mathbb{Q} \setminus \{0\}$, $\mathbb{R}^{\times} = \mathbb{R} \setminus \{0\}$, $\mathbb{C}^{\times} = \mathbb{C} \setminus \{0\}$ are abelian groups under \cdot .

(4) $\text{Mat}_2(\mathbb{R})$ is an abelian group under matrix addition
(identity is $\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$)

$$GL_n(\mathbb{R}) \stackrel{\text{def}}{=} \left\{ M \in \text{Mat}_n(\mathbb{R}) : \overbrace{A \text{ is invertible}}^{\text{iff } \det(M) \neq 0} \right\}$$

is called the general linear group of degree n over \mathbb{R}

Fact $(GL_n(\mathbb{R}), \text{matrix multp})$ is a (non-abelian) group.
if $n \geq 2$

Proof that $GL_2(\mathbb{R})$ is a non-abelian group under matrix multiplication:

• Proving closure:

Matrix multp is a binary operation because
if $A, B \in GL_2(\mathbb{R})$

then $\det(A) \neq 0$ and $\det(B) \neq 0$,

so $\det(AB) = (\det A)(\det B) \neq 0$

Hence $AB \in GL_2(\mathbb{R})$.

• Proving properties of a group

① Matrix multiplication is associative

② $\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$ is the identity elt

③ Each $M \in GL_n(\mathbb{R})$ has an inverse $M^{-1} \in GL_n(\mathbb{R})$.

• To prove that a binary operation is non-commutative,
it is enough to find two elements which do not
commute:

$$\begin{bmatrix} 1 & 0 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 1 & 2 \end{bmatrix} \neq \begin{bmatrix} 2 & 1 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 1 & 1 \end{bmatrix}$$

— the end — □