

## Vector Products

Unlike for pairs of scalars, we did not define multiplication between two vectors. For almost all positive integers  $n$ , the coordinate space  $\mathbb{K}^n$  cannot be equipped with a second binary operation that behaves like multiplication—a reasonable vector product would be nontrivial, associative, and distributive. Nevertheless, we feature those special cases for which there exists such a vector product.

### 2.0 Complex Numbers

HOW IS THE MULTIPLICATION OF VECTORS IN  $\mathbb{R}^2$  DEFINED? The complex numbers may be viewed as the real coordinate plane  $\mathbb{R}^2$  with a vector product.

**2.0.0 Theorem.** *The coordinate space  $\mathbb{R}^2$  together with the vector product defined, for all  $a, b, c, d \in \mathbb{R}$ , by*

$$(a \vec{e}_1 + b \vec{e}_2)(c \vec{e}_1 + d \vec{e}_2) := (ac - bd) \vec{e}_1 + (ad + bc) \vec{e}_2,$$

*forms a field of scalars called the **complex numbers**.*

*Proof.* Since Section 1.2 already demonstrates that vector addition in  $\mathbb{R}^2$  satisfies the four properties for a field of scalars that only involve addition, it suffices to verify the five properties that involve multiplication. Let  $a, b, c, d, e, f \in \mathbb{R}$  denote arbitrary real numbers. The commutativity, associativity, and distributivity of addition and multiplication for real numbers give

$$\begin{aligned} (a \vec{e}_1 + b \vec{e}_2)(c \vec{e}_1 + d \vec{e}_2) &= (ac - bd) \vec{e}_1 + (ad + bc) \vec{e}_2 \\ &= (ca - db) \vec{e}_1 + (da + cb) \vec{e}_2 \\ &= (c \vec{e}_1 + d \vec{e}_2)(a \vec{e}_1 + b \vec{e}_2), \end{aligned}$$

$$\begin{aligned} ((a \vec{e}_1 + b \vec{e}_2)(c \vec{e}_1 + d \vec{e}_2))(e \vec{e}_1 + f \vec{e}_2) &= ((ac - bd)e - (ad + bc)f) \vec{e}_1 + ((ac - bd)f + (ad + bc)e) \vec{e}_2 \\ &= (a(ce - df) - b(cf + de)) \vec{e}_1 + (a(cf + de) + b(ce - df)) \vec{e}_2 \\ &= (a \vec{e}_1 + b \vec{e}_2)((c \vec{e}_1 + d \vec{e}_2)(e \vec{e}_1 + f \vec{e}_2)), \end{aligned}$$

$$\begin{aligned} (a \vec{e}_1 + b \vec{e}_2)((c \vec{e}_1 + d \vec{e}_2) + (e \vec{e}_1 + f \vec{e}_2)) &= (a(c + e) - b(d + f)) \vec{e}_1 + (a(d + f) + b(c + e)) \vec{e}_2 \\ &= ((ac - bd) + (ae - bf)) \vec{e}_1 + ((ad + bc) + (af + be)) \vec{e}_2 \\ &= (a \vec{e}_1 + b \vec{e}_2)(c \vec{e}_1 + d \vec{e}_2) + (a \vec{e}_1 + b \vec{e}_2)(e \vec{e}_1 + f \vec{e}_2), \end{aligned}$$

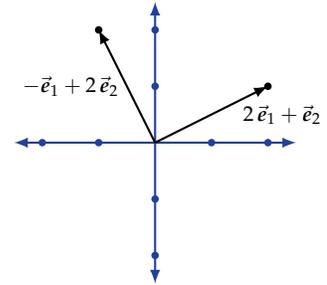


Figure 2.0: The vector product

$$\vec{e}_2(2 \vec{e}_1 + \vec{e}_2) = -\vec{e}_1 + 2 \vec{e}_2$$

which establishes the commutativity, associativity, and distributivity for vector multiplication on  $\mathbb{R}^2$ . For the existence of a multiplicative identity, we observe that

$$(1\vec{e}_1 + 0\vec{e}_2)(c\vec{e}_1 + d\vec{e}_2) = ((1)(c) - (0)(d))\vec{e}_1 + ((1)(d) + (0)(c))\vec{e}_2 = c\vec{e}_1 + d\vec{e}_2.$$

Lastly, if  $a\vec{e}_1 + b\vec{e}_2 \neq \vec{0}$ , then we have  $a^2 + b^2 \neq 0$  and

$$(a\vec{e}_1 + b\vec{e}_2) \left[ \left( \frac{a}{a^2 + b^2} \right) \vec{e}_1 - \left( \frac{b}{a^2 + b^2} \right) \vec{e}_2 \right] = \left( \frac{a^2 + b^2}{a^2 + b^2} \right) \vec{e}_1 + \left( \frac{-ab + ab}{a^2 + b^2} \right) \vec{e}_2 = 1\vec{e}_1 + 0\vec{e}_2,$$

so every nonzero vector in  $\mathbb{R}^2$  has a multiplicative inverse.  $\square$

**2.0.1 Notation.** The complex numbers are denoted by  $\mathbb{C}$ . Traditionally, one renames the standard basis vectors  $\vec{e}_1, \vec{e}_2 \in \mathbb{R}^2$  as  $1, i \in \mathbb{C}$ , so  $a + bi := a\vec{e}_1 + b\vec{e}_2$  and the multiplicative identity is  $1 := 1\vec{e}_1 + 0\vec{e}_2$ . With this notation, it is enough to remember the identity

$$i^2 = (0 + i)(0 + i) = ((0)(0) - (1)(1)) + ((0)(1) + (1)(0))i = -1.$$

When a single symbol  $z := a + bi$  represents a complex number, its *real part* is the real number  $a := \operatorname{Re}(z)$  and its *imaginary part* is the real number  $b := \operatorname{Im}(z)$ . We identify  $\mathbb{R}$  with the subset of complex numbers whose the imaginary part is zero.

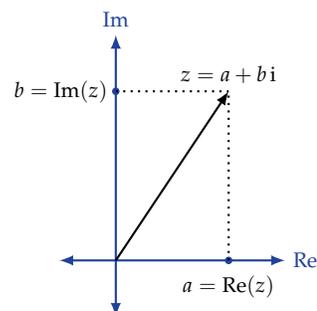


Figure 2.1: Points in the complex plane correspond to complex numbers

**2.0.2 Problem.** Determine the square roots of  $-7 - 24i$ .

*Solution.* Suppose that the complex number  $a + bi$ , where  $a, b \in \mathbb{R}$ , satisfies the equation  $-7 - 24i = (a + bi)^2 = (a^2 - b^2) + 2abi$ . It follows that  $a^2 - b^2 = -7$  and  $2ab = -24$ , so we have  $a = -12/b$  and  $(-12/b)^2 - b^2 = -7$ . Multiplying by  $b^2$  and gathering terms gives  $0 = b^4 - 7b^2 - 144 = (b^2 - 16)(b^2 + 9) = (b - 4)(b + 4)(b^2 + 9)$ . Since  $b \in \mathbb{R}$ , we deduce that  $b = \pm 4$  and  $a = \mp 3$ , which means that the square roots are  $3 - 4i$  and  $-3 + 4i$ .  $\square$

The methods used to find the square roots in the previous problem generalizes to all complex numbers.

**2.0.3 Proposition.** For any  $z \in \mathbb{C}$ , there exists  $w \in \mathbb{C}$  such that  $w^2 = z$ . Moreover, the additive inverse  $-w$  also satisfies this quadratic equation.

*Proof.* Suppose that  $z = a + bi$  where  $a, b \in \mathbb{R}$ . Consider  $w = x + yi$  such that  $x, y \in \mathbb{R}$  and  $(x^2 - y^2) + 2xyi = (x + yi)^2 = w^2 = z = a + bi$ . It follows that  $x^2 - y^2 = a$  and  $2xy = b$ , so we have  $x = \frac{b}{2y}$  and  $(\frac{b}{2y})^2 - y^2 = a$ . Multiplying by  $y^2$  and gathering terms gives

$$\begin{aligned} 0 &= y^4 + ay^2 - \left(\frac{b}{2}\right)^2 = \left(y^2 - \left(\frac{-a + \sqrt{a^2 + b^2}}{2}\right)\right) \left(y^2 - \left(\frac{-a - \sqrt{a^2 + b^2}}{2}\right)\right) \\ &= \left(y - \sqrt{\frac{-a + \sqrt{a^2 + b^2}}{2}}\right) \left(y + \sqrt{\frac{-a + \sqrt{a^2 + b^2}}{2}}\right) \left(y^2 + \frac{a + \sqrt{a^2 + b^2}}{2}\right), \end{aligned}$$

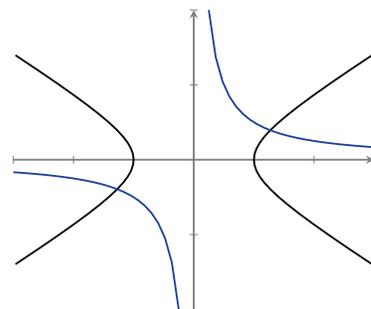


Figure 2.2: Intersection of the hyperbolas  $x^2 - y^2 = a^2$  and  $xy = b$  when  $b > 0$

because  $\sqrt{a^2 + b^2} \geq \sqrt{a^2} = |a| \geq a$ . Since  $y \in \mathbb{R}$ , we conclude that

$$y = \pm \sqrt{\frac{-a + \sqrt{a^2 + b^2}}{2}},$$

$$x = \frac{b}{2y} = \pm \frac{\operatorname{sgn}(b)|b|}{2} \sqrt{\frac{2}{-a + \sqrt{a^2 + b^2}}} = \pm \operatorname{sgn}(b) \sqrt{\frac{a + \sqrt{a^2 + b^2}}{2}}$$

and  $w = \pm \left( \operatorname{sgn}(b) \sqrt{\frac{a + \sqrt{a^2 + b^2}}{2}} + \sqrt{\frac{-a + \sqrt{a^2 + b^2}}{2}} i \right)$ . □

The *signum* function of a real number  $x$  is defined to be

$$\operatorname{sgn}(x) := \begin{cases} -1 & \text{if } x < 0, \\ 1 & \text{if } x \geq 0. \end{cases}$$

For all  $x \in \mathbb{R}$ , we have  $x = \operatorname{sgn}(x) |x|$ .

Finding all of the roots of any quadratic polynomial with complex coefficients requires only one more ingredient.

**2.0.4 Problem.** Solve the equation  $t^2 + (-1 + 2i)t + (1 + 5i) = 0$ .

*Solution.* Completing the square yields

$$0 = t^2 + (-1 + 2i)t + (1 + 5i) = (t^2 + 2(i - \frac{1}{2})t + (i - \frac{1}{2})^2) - (i - \frac{1}{2})^2 + (1 + 5i),$$

so we have  $(t + (i - \frac{1}{2}))^2 = (-1 - i + \frac{1}{4}) - 5i - 1 = \frac{1}{4}(-7 - 24i)$ .

Problem 2.0.2 shows that the square roots of  $-7 - 24i$  are  $\pm(3 - 4i)$ , so  $t + (i - \frac{1}{2}) = \frac{1}{2}(\pm 3 \mp 4i)$  and  $t$  equals  $2 - 3i$  or  $-1 + i$ . □

The existence of roots for polynomials over the complex numbers turns out to be the quintessential trait for this field of scalars.

**2.0.5 Theorem** (Fundamental theorem of algebra). *Every non-constant polynomial in one variable with coefficients in the complex numbers has a complex root. More explicitly, for any positive integer  $n$  and any complex numbers  $z_0, z_1, \dots, z_{n-1} \in \mathbb{C}$ , there exists  $w \in \mathbb{C}$  such that*

$$w^n + z_{n-1} w^{n-1} + z_{n-2} w^{n-2} + \dots + z_1 w + z_0 = 0.$$

*Comment on the proof.* Despite its name, there is no algebraic proof. Any proof must use the "completeness" of the real numbers. □

### Exercises

**2.0.6 Problem.** Determine which of the following statements are true. If a statement is false, then provide a counterexample.

- i. Each complex number corresponds to exactly one vector in  $\mathbb{R}^2$ .
- ii. Real numbers are not complex numbers.
- iii. The imaginary part of a complex number is a real number.
- iv. The real number  $-1$  has a unique square root in  $\mathbb{C}$ .

**2.0.7 Problem.** Show that complex multiplication is compatible with scalar multiplication; for all  $a, b, c \in \mathbb{R}$ , we have  $c(a + bi) = ac + bc i$ .

**2.0.8 Problem.** Determine every complex number such that its multiplicative inverse equals its additive inverse.

**2.0.9 Problem (Impossibility of order).** Show that the following two conditions cannot both be satisfied.

- For all  $z \in \mathbb{C}$ , one and only one of the relations  $z > 0$ ,  $z = 0$ , and  $-z > 0$  is valid.
- If  $w > 0$  and  $z > 0$ , then  $w + z > 0$  and  $wz > 0$ .

**2.0.10 Problem (Properties of the complex conjugate).** For any number  $z = x + yi \in \mathbb{C}$  with  $x, y \in \mathbb{R}$ , its **complex conjugate** is the number  $\bar{z} := a - bi \in \mathbb{C}$ . Geometrically, the complex conjugate is the reflection of the corresponding vector in the real axis. For all  $z, w \in \mathbb{C}$ , establish the following properties of the complex conjugate.

- $\overline{z + w} = \bar{z} + \bar{w}$
- $\overline{z\bar{w}} = \bar{z}w$
- $\operatorname{Re}(z) = \frac{1}{2}(z + \bar{z})$  and  $\operatorname{Im}(z) = \frac{1}{2i}(z - \bar{z})$
- $z\bar{z} = |z|^2$
- $z = \bar{z}$  if and only if  $z$  is a real number.

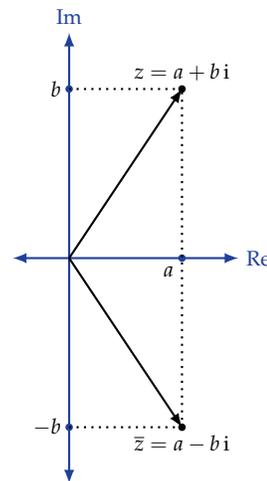


Figure 2.3: Complex conjugate

**2.0.11 Problem.** Prove that the three numbers  $z_1, z_2, z_3 \in \mathbb{C}$  with  $z_1 \neq z_2$  are collinear if and only if  $\frac{z_3 - z_1}{z_2 - z_1} \in \mathbb{R}$ .

**2.0.12 Problem.** Prove that the four numbers  $z_1, z_2, z_3, z_4 \in \mathbb{C}$  with  $z_1 \neq z_4, z_2 \neq z_3$ , and not all on the same line, lie on a circle if and only if  $\frac{(z_1 - z_2)(z_3 - z_4)}{(z_1 - z_4)(z_2 - z_3)} \in \mathbb{R}$ .

**2.0.13 Problem.** Find all  $w \in \mathbb{C}$  such that

$$w^2 + (-1 + 5i)w + (-10 + 5i) = 0.$$

Express your solution(s) in the form  $w = a + bi$  where  $a, b \in \mathbb{Z}$ .

## 2.1 Complex Geometry

HOW CAN WE VISUALIZE MULTIPLICATION OF COMPLEX NUMBERS?

For any complex number  $z := a + bi$  where  $a, b \in \mathbb{R}$ , the **absolute value**  $|z| := \sqrt{a^2 + b^2}$  is the magnitude of the underlying vector in  $\mathbb{R}^2$ . The **argument** of  $z$  is the angle  $\arg(z)$  that the vector in  $\mathbb{R}^2$  makes with the positive real axis. Because it is measured in radians, the argument  $\arg(z)$  can be changed by any integer multiple of  $2\pi$  without changing the angle. The absolute value and argument determine a complex number:  $a = |z| \cos(\arg(z))$  and  $b = |z| \sin(\arg(z))$ .

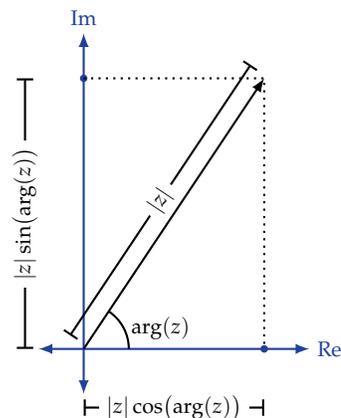


Figure 2.4: Polar form of  $z \in \mathbb{C}$

**2.1.0 Problem.** Find the absolute value and argument of  $z := -1 + i$ .

*Solution.* By definition, we have  $|z| = \sqrt{(-1)^2 + (1)^2} = \sqrt{2}$ . Since  $\tan(\arg(z)) = \frac{1}{-1} = -1$  and  $\operatorname{Re}(z) < 0$ , it follows that

$$\arg(z) = \arctan(-1) + \pi = -\frac{\pi}{4} + \pi = \frac{3\pi}{4}. \quad \square$$

Multiplication of complex numbers is especially slick when using this polar representation.

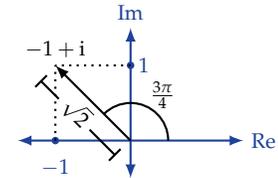


Figure 2.5: Polar form of  $-1 + i \in \mathbb{C}$

**2.1.1 Proposition** (Geometry of complex multiplication). *For any two complex numbers  $z$  and  $w$ , we have*

$$|zw| = |z| |w| \quad \text{and} \quad \arg(zw) = \arg(z) + \arg(w).$$

*Thus, multiplication by a complex number is a counterclockwise rotation by the argument and a rescaling by the absolute value.*

*Proof.* Setting  $\theta := \arg(z)$  and  $\phi := \arg(w)$  gives

$$z = |z| (\cos(\theta) + \sin(\theta) i) \quad \text{and} \quad w = |w| (\cos(\phi) + \sin(\phi) i).$$

Hence, the addition formula for trigonometric functions gives

$$\begin{aligned} zw &= \left( |z| (\cos(\theta) + \sin(\theta) i) \right) \left( |w| (\cos(\phi) + \sin(\phi) i) \right) \\ &= |z| |w| \left( (\cos(\theta) \cos(\phi) - \sin(\theta) \sin(\phi)) + (\cos(\theta) \sin(\phi) + \sin(\theta) \cos(\phi)) i \right) \\ &= |z| |w| (\cos(\theta + \phi) + \sin(\theta + \phi) i). \end{aligned} \quad \square$$

Examining the  $m$ -fold product of a complex number, as a special case, is peculiarly worthwhile.

**2.1.2 Corollary** (De Moivre formula). *For any nonnegative integer  $m$  and any complex number  $z := r(\cos(\theta) + \sin(\theta) i)$ , it follows that  $|z^m| = |z|^m$ ,  $\arg(z^m) = m \arg(z)$ , and  $z^m = r^m(\cos(m\theta) + \sin(m\theta) i)$ .*

The lowercase "theta"  $\theta$  is the eighth letter in the Greek alphabet and is often used to denote an angle.

*Inductive proof.* When  $m = 0$ , we have  $z^0 = 1$ , so  $|z^0| = 1 = |z|^0$  and  $\arg(z^0) = 0 = 0 \arg(z)$ . Thus, the base case of the induction holds. Assume that  $z^{m-1} = r^{m-1}(\cos((m-1)\theta) + \sin((m-1)\theta) i)$  for any positive integer  $m$ . The geometry of complex multiplication and the induction hypothesis imply that

$$\begin{aligned} |z^m| &= |zz^{m-1}| = |z| |z^{m-1}| = |z| |z|^{m-1} = |z|^m, \\ \arg(z^m) &= \arg(zz^{m-1}) = \arg(z) + \arg(z^{m-1}) \\ &= \arg(z) + (m-1) \arg(z) = m \arg(z). \end{aligned} \quad \square$$

Next two problems hint at some of the beautiful applications of the De Moivre formula.

**2.1.3 Problem.** Express  $\cos(3\theta)$  in terms of  $\cos(\theta)$  and  $\sin(\theta)$ .

*Solution.* De Moivre's Formula for  $r = 1$  and  $m = 3$  gives

$$\cos(3\theta) + \sin(3\theta)i = (\cos(\theta) + \sin(\theta)i)^3 = \cos^3(\theta) + 3\cos^2(\theta)\sin(\theta)i - 3\cos(\theta)\sin^2(\theta) - \sin^3(\theta)i,$$

so taking real parts gives  $\cos(3\theta) = \cos^3(\theta) - 3\cos(\theta)\sin^2(\theta)$ .  $\square$

**2.1.4 Problem.** Find three solutions to the equation  $z^3 = 1$ .

*Solution.* Since  $1 = 1(\cos(2\pi) + \sin(2\pi)i)$ , consider the complex number  $z = \cos(\frac{2\pi k}{3}) + \sin(\frac{2\pi k}{3})i$  where  $0 \leq k \leq 2$ . The De Moivre formula shows that  $|z^3| = 1$  and  $\arg(z^3) = 2\pi k$ , so the solutions are  $1$ ,  $-\frac{1}{2} + \frac{\sqrt{3}}{2}i$ , and  $-\frac{1}{2} - \frac{\sqrt{3}}{2}i$ .  $\square$

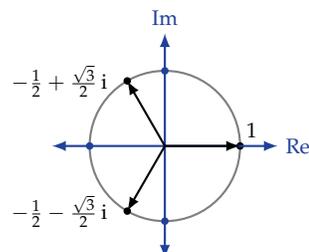


Figure 2.6: Third roots of unit

**WHAT IS THE EXPONENTIAL OF A COMPLEX NUMBER?** For all  $x \in \mathbb{R}$ , the exponential function  $\exp(x) = e^x$  equals the power series

$$\sum_{j=0}^{\infty} \frac{x^j}{j!} = 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots$$

To extend this function to  $\mathbb{C}$ , it would be natural to define  $e^{yi}$ , for all  $y \in \mathbb{R}$ , to be  $1 + \frac{(yi)}{1!} + \frac{(yi)^2}{2!} + \frac{(yi)^3}{3!} + \dots$ . To make this rigorous, we would need to discuss convergence in  $\mathbb{C}$  which we will not do.

Nevertheless, a slight rearrangement and recognizing the power series for  $\cos(y)$  and  $\sin(y)$  yield

$$\exp(yi) = e^{yi} = (1 - \frac{y^2}{2!} + \frac{y^4}{4!} - \dots) + (y - \frac{y^3}{3!} + \frac{y^5}{5!} - \dots)i = \cos(y) + \sin(y)i.$$

This discussion can be strengthened to prove the next theorem.

**2.1.5 Theorem (Euler formula).** For any complex number  $z = x + yi$  where  $x, y \in \mathbb{R}$ , the complex exponential function satisfies

$$\exp(z) = e^z = e^x(\cos(y) + \sin(y)i).$$

In particular, we have  $|e^z| = e^x = \exp(\operatorname{Re}(z))$ , and  $\arg(e^z) = y = \operatorname{Im}(z)$ .

We summarize the main properties of the exponential function.

**2.1.6 Proposition (Properties of complex exponential function).**

- i. The exponential function is multiplicative: for all  $z, w \in \mathbb{C}$ , we have  $e^{z+w} = e^z e^w$ .
- ii. The exponential function is never zero: for all  $z \in \mathbb{C}$ , we have  $e^z \neq 0$ .
- iii. We have  $e^z = 1$  if and only if  $z = 2\pi m i$  for some  $m \in \mathbb{Z}$ .

*Proof.*

- i. The Euler formula and the multiplicative property of the real exponential function give

$$\begin{aligned} |e^{z+w}| &= \exp(\operatorname{Re}(z+w)) = \exp(\operatorname{Re}(z) + \operatorname{Re}(w)) = |e^z| |e^w|, \\ \arg(e^{z+w}) &= \operatorname{Im}(z+w) = \operatorname{Im}(z) + \operatorname{Im}(w) = \arg(e^z) + \arg(e^w), \end{aligned}$$

so the geometry of multiplication shows that  $e^{z+w} = e^z e^w$ .

The equation  $e^{\pi i} + 1 = 0$  unites the five most important numbers and the seven most important symbols in mathematics.

- ii. Part (i) implies that  $e^z e^{-z} = e^{z-z} = e^0 = 1$ , so the complex number  $e^z$  has a multiplicative inverse and  $e^z \neq 0$ .
- iii. Suppose  $z = x + yi$  where  $x, y \in \mathbb{R}$ . The equation  $e^z = 1$ , together with the Euler formula, implies that  $e^x = 1$  and  $x = 0$ . Hence, we have  $1 = e^{yi} = \cos(y) + \sin(y)i$ , so  $\cos(y) = 1$  and  $\sin(y) = 0$  which means that  $y = 2\pi m$  for some  $m \in \mathbb{Z}$ .  $\square$

### Exercises

**2.1.7 Problem.** Determine which of the following statements are true. If a statement is false, then provide a counterexample.

- The absolute value of a complex number is a real number.
- The argument of a complex number is a real number.
- The argument of a sum of complex numbers equals the sum of the arguments.
- The exponential function is periodic.

**2.1.8 Problem.** Compute  $(1 + i)^{1000}$ .

**2.1.9 Problem.** Given two complex numbers  $z := r(\cos(\theta) + \sin(\theta)i)$  with  $r, \theta \in \mathbb{R}$  and  $w := s(\cos(\phi) + \sin(\phi)i) \neq 0$  with  $s, \phi \in \mathbb{R}$ , show that

$$\frac{z}{w} = \frac{r}{s}(\cos(\theta - \phi) + \sin(\theta - \phi)i).$$

**2.1.10 Problem.** Simplify  $\frac{(1 - i)^{10}(\sqrt{3} + i)^5}{(-1 - \sqrt{3}i)^{10}}$ .

**2.1.11 Problem.** For  $z, w \in \mathbb{C}$ , show that

$$|z + w|^2 + |z - w|^2 = 2(|z|^2 + |w|^2).$$

**2.1.12 Problem.** If  $z, w \in \mathbb{C}$  satisfy  $|z| = |w| = 1$  and  $zw \neq -1$ , then demonstrate that

$$\frac{z + w}{1 + zw} \in \mathbb{R}.$$

**2.1.13 Problem.** Find all  $z \in \mathbb{C}$  such that  $|z| = 1$  and

$$\left| \frac{z}{\bar{z}} + \frac{\bar{z}}{z} \right| = 1.$$

**2.1.14 Problem.** For  $0 < \theta < 2\pi$ , calculate the polar representation of  $z = 1 + \cos(\theta) + \sin(\theta)i$ .

**2.1.15 Problem.** Prove the following related identities.

- For all  $z, w \in \mathbb{C}$ , show that  $|zw| = |z||w|$  by using complex conjugates.
- For all  $a, b, c, d \in \mathbb{R}$ , show that

$$(ac - bd)^2 + (ad + bc)^2 = (a^2 + b^2)(c^2 + d^2).$$

**2.1.16 Problem.** Consider the complex numbers  $z := -3 - \sqrt{3}i$  and  $w := -1 + \sqrt{3}i$ .

- i. Find  $zw$  and  $z/w$ . Give your answer in the form  $x + yi$  where  $x, y \in \mathbb{R}$ .
- ii. Put  $z$  and  $w$  into polar form  $re^{i\theta} = r(\cos(\theta) + \sin(\theta)i)$ . Find  $zw$  and  $z/w$  using the polar form and verify that you get the same answer as in part (a).

**2.1.17 Problem.** For any complex number  $z := r(\cos(\theta) + \sin(\theta)i)$  where  $r, \theta \in \mathbb{R}$ , show that the  $n$ -th roots are

$$r^{1/n} \left( \cos\left(\frac{\theta+2\pi k}{n}\right) + \sin\left(\frac{\theta+2\pi k}{n}\right) i \right)$$

for  $k \in \mathbb{N}$  with  $k < n$ .

**2.1.18 Problem.** For all  $z \in \mathbb{C}$ , we define

$$\sin(z) := \frac{e^{zi} - e^{-zi}}{2i} \quad \text{and} \quad \cos(z) := \frac{e^{zi} + e^{-zi}}{2}.$$

For  $z, w \in \mathbb{C}$ , prove the following identities.

- i.  $\sin^2(z) + \cos^2(z) = 1$ ;
- ii.  $\sin(z+w) = \sin(z)\cos(w) + \cos(z)\sin(w)$ ;
- iii.  $\cos(z+w) = \cos(z)\cos(w) - \sin(z)\sin(w)$ .

## 2.2 The Cross Product

HOW CAN WE MULTIPLY VECTORS IN  $\mathbb{R}^3$ ? Although quite different than multiplication of scalars, there is a useful vector product on  $\mathbb{R}^3$ . Geometrically, we must associate a magnitude (or nonnegative real number) and a direction (or unit vector) to any pair  $\vec{v}, \vec{w} \in \mathbb{R}^3$ .

- The associated magnitude is the area of the parallelogram formed by the two vectors. If  $0 \leq \theta \leq \pi$  denotes the angle between  $\vec{v}$  and  $\vec{w}$ , then the height of the parallelogram equals  $\|\vec{w}\| \sin(\theta)$  and the area of the parallelogram equals  $\|\vec{v}\| \|\vec{w}\| \sin(\theta)$ .
- To visualize the associated direction, position the vectors  $\vec{v}$  and  $\vec{w}$  so that their tails coincide. Orient your right hand so that its edge and all of your finger point in the same direction as  $\vec{v}$ . With a flat hand, extend your thumb so that it is perpendicular to your fingers. When curling your fingers through the angle  $\theta$ , from  $\vec{v}$  to  $\vec{w}$ , your thumb points in the direction of the unit vector  $\vec{n}$ . By construction, the vector  $\vec{n}$  is perpendicular to the plane containing  $\vec{v}$  and  $\vec{w}$ , and this *right-hand rule* chooses one side of the plane.

**2.2.0 Definition.** For any two vectors  $\vec{v}$  and  $\vec{w}$  in  $\mathbb{R}^3$ , the following two definitions of the *cross product*  $\vec{v} \times \vec{w} \in \mathbb{R}^3$  are equivalent.

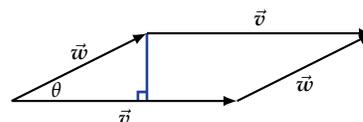


Figure 2.7: Area of parallelogram

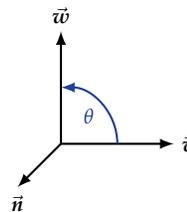


Figure 2.8: The right-hand rule: if  $\vec{v}$  and  $\vec{w}$  lie in the plane the page, then  $\vec{n}$  points out of the page toward the reader.

(geometric) For any two vectors  $\vec{v}$  and  $\vec{w}$  that are not parallel, we set

$$\vec{v} \times \vec{w} := (\|\vec{v}\| \|\vec{w}\| \sin(\theta)) \vec{n}$$

where  $0 < \theta < \pi$  is the angle between  $\vec{v}$  and  $\vec{w}$ , and  $\vec{n}$  is the unit vector determined by the right-hand rule. For parallel vectors  $\vec{v}$  and  $\vec{w}$ , we set  $\vec{v} \times \vec{w} := \vec{0}$ .

(algebraic) Given the two vectors  $\vec{v} := v_1 \vec{e}_1 + v_2 \vec{e}_2 + v_3 \vec{e}_3$  and  $\vec{w} := w_1 \vec{e}_1 + w_2 \vec{e}_2 + w_3 \vec{e}_3$ , we set

$$\vec{v} \times \vec{w} := (v_2 w_3 - v_3 w_2) \vec{e}_1 + (v_3 w_1 - v_1 w_3) \vec{e}_2 + (v_1 w_2 - v_2 w_1) \vec{e}_3.$$

**2.2.1 Problem.** Compute  $\vec{e}_j \times \vec{e}_k$  for all  $1 \leq j < k \leq 3$ .

*Geometric solution.* Since the standard basis vectors  $\vec{e}_1, \vec{e}_2, \vec{e}_3$  are pairwise perpendicular unit vectors, the geometric definition of the cross product gives

$$\begin{aligned} \vec{e}_1 \times \vec{e}_2 &= \|\vec{e}_1\| \|\vec{e}_2\| \sin\left(\frac{\pi}{2}\right) \vec{e}_3 = \vec{e}_3, \\ \vec{e}_1 \times \vec{e}_3 &= \|\vec{e}_1\| \|\vec{e}_3\| \sin\left(\frac{\pi}{2}\right) (-\vec{e}_2) = -\vec{e}_2, \\ \vec{e}_2 \times \vec{e}_3 &= \|\vec{e}_2\| \|\vec{e}_3\| \sin\left(\frac{\pi}{2}\right) \vec{e}_1 = \vec{e}_1. \end{aligned} \quad \square$$

*Algebraic solution.* The algebraic definition of the cross product yields

$$\begin{aligned} \vec{e}_1 \times \vec{e}_2 &= ((0)(0) - (0)(1)) \vec{e}_1 + ((0)(0) - (1)(0)) \vec{e}_2 + ((1)(1) - (0)(0)) \vec{e}_3 = \vec{e}_3, \\ \vec{e}_1 \times \vec{e}_3 &= ((0)(1) - (0)(0)) \vec{e}_1 + ((0)(0) - (1)(1)) \vec{e}_2 + ((1)(0) - (0)(0)) \vec{e}_3 = -\vec{e}_2, \\ \vec{e}_2 \times \vec{e}_3 &= ((1)(1) - (0)(0)) \vec{e}_1 + ((0)(0) - (0)(1)) \vec{e}_2 + ((0)(0) - (1)(0)) \vec{e}_3 = \vec{e}_1, \end{aligned}$$

because  $\vec{e}_j$  has 1 in the  $j$ -th entry and zeros elsewhere. □

**2.2.2 Proposition** (Properties of the cross product). *For any three vectors  $\vec{u}, \vec{v}$ , and  $\vec{w}$  in  $\mathbb{R}^3$  and any scalar  $c \in \mathbb{R}$ , we have the following:*

$$\begin{aligned} \text{(anti-commutativity)} \quad & \vec{v} \times \vec{w} = -(\vec{w} \times \vec{v}) \\ \text{(compatibility with scalar multiplication)} \quad & \vec{v} \times (c \vec{w}) = c(\vec{v} \times \vec{w}) = (c \vec{v}) \times \vec{w} \\ \text{(distributivity)} \quad & \vec{u} \times (\vec{v} + \vec{w}) = \vec{u} \times \vec{v} + \vec{u} \times \vec{w} \end{aligned}$$

*Geometric proof.* For all  $\vec{v} \in \mathbb{R}^3$ , we have  $\vec{v} \times \vec{v} = \vec{0}$  because  $\vec{v}$  is parallel to itself. The right-hand rule tells us that  $\vec{v} \times \vec{w}$  and  $\vec{w} \times \vec{v}$  point in opposite directions. Since the magnitudes of  $\vec{v} \times \vec{w}$  and  $\vec{w} \times \vec{v}$  both equal the area of the parallelogram formed by  $\vec{v}$  and  $\vec{w}$ , we have  $\vec{v} \times \vec{w} = -(\vec{w} \times \vec{v})$  which proves anti-commutativity property.

By anti-commutativity, we may assume that  $c \geq 0$  by interchanging  $\vec{v}$  and  $\vec{w}$  if necessary. Hence, the relation between magnitude and scalar multiplication gives

$$\|c\vec{v}\| \|\vec{w}\| \sin(\theta) = c \|\vec{v}\| \|\vec{w}\| \sin(\theta) = \|\vec{v}\| \|c\vec{w}\| \sin(\theta),$$

whence the compatibility with scalar multiplication follows.

We postpone the proof of distributivity until we have introduced the triple product; see Problem 3.0.8. □

The geometric definition was made in 1878 by **W.K. Clifford**. The name "cross product" and the notation were introduced in 1881 by **J.W. Gibbs**.

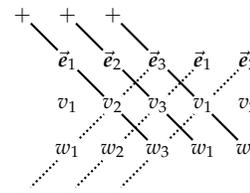


Figure 2.9: The cross product is the sum of the product along the solid diagonals minus the sum of the products along the dotted diagonals. This mnemonic is named after **P.F. Sarrus**.

*Algebraic proof.* The algebraic definition of the cross product gives

$$\begin{aligned}\vec{v} \times \vec{w} &= (v_2w_3 - v_3w_2)\vec{e}_1 + (v_3w_1 - v_1w_3)\vec{e}_2 + (v_1w_2 - v_2w_1)\vec{e}_3 \\ &= -((v_3w_2 - v_2w_3)\vec{e}_1 + (v_1w_3 - v_3w_1)\vec{e}_2 + (v_2w_1 - v_1w_2)\vec{e}_3) = -(\vec{w} \times \vec{v}),\end{aligned}$$

$$\begin{aligned}\vec{v} \times (c\vec{w}) &= (cv_2w_3 - cv_3w_2)\vec{e}_1 + (cv_3w_1 - cv_1w_3)\vec{e}_2 + (cv_1w_2 - cv_2w_1)\vec{e}_3 = (c\vec{v}) \times \vec{w} \\ &= c((v_3w_2 - v_2w_3)\vec{e}_1 + (v_1w_3 - v_3w_1)\vec{e}_2 + (v_2w_1 - v_1w_2)\vec{e}_3) = c(\vec{v} \times \vec{w}),\end{aligned}$$

$$\begin{aligned}\vec{u} \times (\vec{v} + \vec{w}) &= (u_2(v_3 + w_3) - u_3(v_2 + w_2))\vec{e}_1 + (u_3(v_1 + w_1) - u_1(v_3 + w_3))\vec{e}_2 \\ &\quad + (u_1(v_2 + w_2) - u_2(v_1 + w_1))\vec{e}_3 \\ &= (u_2v_3 - u_3v_2)\vec{e}_1 + (u_3v_1 - u_1v_3)\vec{e}_2 + (u_1v_2 - u_2v_1)\vec{e}_3 \\ &\quad + (u_2w_3 - u_3w_2)\vec{e}_1 + (u_3w_1 - u_1w_3)\vec{e}_2 + (u_1w_2 - u_2w_1)\vec{e}_3 = \vec{u} \times \vec{v} + \vec{u} \times \vec{w},\end{aligned}$$

which establishes the three properties of the cross product.  $\square$

WHY DO THE TWO DEFINITIONS OF THE CROSS PRODUCT AGREE? For

any  $\vec{u} \in \mathbb{R}^3$ , the anti-commutativity of the cross product means that  $\vec{u} \times \vec{u} = -(\vec{u} \times \vec{u})$ , which implies that  $2(\vec{u} \times \vec{u}) = \vec{0}$  and  $\vec{u} \times \vec{u} = \vec{0}$ .

For all  $\vec{v} := v_1\vec{e}_1 + v_2\vec{e}_2 + v_3\vec{e}_3$  and  $\vec{w} := w_1\vec{e}_1 + w_2\vec{e}_2 + w_3\vec{e}_3$ , the properties of cross product establish that

$$\begin{aligned}\vec{v} \times \vec{w} &= (v_1\vec{e}_1 + v_2\vec{e}_2 + v_3\vec{e}_3) \times (w_1\vec{e}_1 + w_2\vec{e}_2 + w_3\vec{e}_3) \\ &= v_1w_1(\vec{0}) + v_1w_2(\vec{e}_1 \times \vec{e}_2) + v_1w_3(\vec{e}_1 \times \vec{e}_3) \\ &\quad - v_2w_1(\vec{e}_1 \times \vec{e}_2) + v_2w_2(\vec{0}) + v_2w_3(\vec{e}_2 \times \vec{e}_3) \\ &\quad - v_3w_1(\vec{e}_1 \times \vec{e}_3) - v_3w_2(\vec{e}_2 \times \vec{e}_3) + v_3w_3(\vec{0}).\end{aligned}$$

$\times$	$\vec{e}_1$	$\vec{e}_2$	$\vec{e}_3$
$\vec{e}_1$	$\vec{0}$	$\vec{e}_3$	$-\vec{e}_2$
$\vec{e}_2$	$-\vec{e}_3$	$\vec{0}$	$\vec{e}_1$
$\vec{e}_3$	$\vec{e}_2$	$-\vec{e}_1$	$\vec{0}$

Hence, it suffices to know that geometric and algebraic definitions of the cross products agree on  $\vec{e}_j \times \vec{e}_k$  where  $1 \leq j < k \leq 3$ . Fortunately, Problem 2.2.1 already does this.

Figure 2.10: Multiplication table for the cross product of the standard basis vectors

### Exercises

**2.2.3 Problem.** Determine which of the following statements are true. If a statement is false, then provide a counterexample.

- The cross product of two vectors in  $\mathbb{R}^3$  is another vector in  $\mathbb{R}^3$ .
- The cross product is defined for any two vectors in  $\mathbb{R}^n$ .
- The cross product of two vectors is zero if and only if one vector is parallel to the other.
- The cross product is commutative.

**2.2.4 Problem.** For all vectors  $\vec{u}, \vec{v}, \vec{w} \in \mathbb{R}^3$ , simplify the following expressions.

- $(\vec{v} - \vec{w}) \times (\vec{v} + \vec{w})$
- $(\vec{u} + \vec{v} + \vec{w}) \times (\vec{v} + \vec{w})$

**2.2.5 Problem.** Demonstrate that the cross product is not associative by exhibiting three vectors  $\vec{u}, \vec{v}$ , and  $\vec{w}$  in  $\mathbb{R}^3$  such that

$$(\vec{u} \times \vec{v}) \times \vec{w} \neq \vec{u} \times (\vec{v} \times \vec{w}).$$

**2.2.6 Problem.** Show that the cross product is not cancellative by exhibiting three vectors  $\vec{u}$ ,  $\vec{v}$ , and  $\vec{w}$  in  $\mathbb{R}^3$  such that  $\vec{u} \neq \vec{0}$ ,  $\vec{v} \neq \vec{w}$ , and  $\vec{u} \times \vec{v} = \vec{u} \times \vec{w}$ .

**2.2.7 Problem.** Find the area of the triangle with edges corresponding to the vectors  $\vec{v} := 2\vec{e}_1 + \vec{e}_2 - 3\vec{e}_3$ ,  $\vec{w} := \vec{e}_1 + 3\vec{e}_2 + 2\vec{e}_3$ , and  $\vec{w} - \vec{v}$ .

**2.2.8 Problem.** For the position vector  $\vec{r}$  locating a particle, having mass  $m$  and velocity  $\vec{v}$ , relative to a fixed point, the *angular momentum*  $\vec{\ell}$  of the particle relative to the fixed is defined to be  $\vec{\ell} := m(\vec{r} \times \vec{v})$ . A 2 kg object has position vector  $\vec{r} = (2\vec{e}_1 + 4\vec{e}_2 - 3\vec{e}_3)$  m and velocity vector  $\vec{v} = (-6\vec{e}_1 + 3\vec{e}_2 + 3\vec{e}_3)$  m · s<sup>-1</sup>. Determine the angular momentum of the object about the origin.

**2.2.9 Problem.** When a force  $\vec{F}$  is applied to a particle and  $\vec{r}$  is the position vector locating the particle relative to a fixed point, the *torque* on the particle relative to the fixed point is defined to be  $\vec{\tau} := \vec{r} \times \vec{F}$ . A particle moves in  $\mathbb{R}^3$  while a force acts on it. When the particle has the position vector  $\vec{r} = (2\vec{e}_1 - 5\vec{e}_2 + \vec{e}_3)$  m, the force is given by  $\vec{F} = (F_1\vec{e}_1 + 4\vec{e}_2 - 3\vec{e}_3)$  N, and the torque about the origin is  $\vec{\tau} = (11\vec{e}_1 + 5\vec{e}_2 + \tau_3\vec{e}_3)$  N · m. Find the scalars  $F_1$  and  $\tau_3$ .

**2.2.10 Problem (Law of sines).** If  $a$ ,  $b$ , and  $c$  are the lengths of the sides in a triangle and  $\alpha$ ,  $\beta$ , and  $\gamma$  are the opposite angles, then prove that

$$\frac{\sin(\alpha)}{a} = \frac{\sin(\beta)}{b} = \frac{\sin(\gamma)}{c},$$

using the cross product.

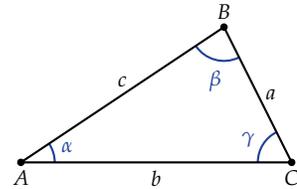


Figure 2.11: The angles  $\alpha$ ,  $\beta$ ,  $\gamma$  in the triangle are opposite to the sides  $a$ ,  $b$ ,  $c$ .

## 2.3 Quaternions\*

HOW IS VECTOR MULTIPLICATION ON  $\mathbb{R}^4$  DEFINED? The quaternions may be viewed as  $\mathbb{R}^4$  with a vector product.

The quaternions were introduced in 1843 by W.R. Hamilton.

**2.3.0 Theorem (Quaternions).** *The coordinate space  $\mathbb{R}^4$ , together with the vector multiplication defined by*

$$\begin{aligned} \vec{v}\vec{w} &= (v_1\vec{e}_1 + v_2\vec{e}_2 + v_3\vec{e}_3 + v_4\vec{e}_4)(w_1\vec{e}_1 + w_2\vec{e}_2 + w_3\vec{e}_3 + w_4\vec{e}_4) \\ &= (v_1w_1 - v_2w_2 - v_3w_3 - v_4w_4)\vec{e}_1 + (v_1w_2 + v_2w_1 + v_3w_4 - v_4w_3)\vec{e}_2 \\ &\quad + (v_1w_3 - v_2w_4 + v_3w_1 + v_4w_2)\vec{e}_3 + (v_1w_4 + v_2w_3 - v_3w_2 + v_4w_1)\vec{e}_4, \end{aligned}$$

*satisfies the defining properties a field of scalars, except that multiplication is not commutative.*

*Proof.* Since Section 1.2 already demonstrates that vector addition in  $\mathbb{R}^4$  satisfies the four properties for a field of scalars that only involve

addition, it suffices to verify the four of the properties that involve vector multiplication. Let  $\vec{u}, \vec{v}, \vec{w} \in \mathbb{R}^4$  be arbitrary vectors. The associativity and distributivity of addition and multiplication on the real numbers give

$$\begin{aligned} \vec{u}(\vec{v} + \vec{w}) &= (u_1(v_1 + w_1) - u_2(v_2 + w_2) - u_3(v_3 + w_3) - u_4(v_4 + w_4)) \vec{e}_1 \\ &\quad + (u_1(v_2 + w_2) + u_2(v_1 + w_1) + u_3(v_4 + w_4) - u_4(v_3 + w_3)) \vec{e}_2 \\ &\quad + (u_1(v_3 + w_3) - u_2(v_4 + w_4) + u_3(v_1 + w_1) + u_4(v_2 + w_2)) \vec{e}_3 \\ &\quad + (u_1(v_4 + w_4) + u_2(v_3 + w_3) - u_3(v_2 + w_2) + u_4(v_1 + w_1)) \vec{e}_4 \\ &= ((u_1v_1 - u_2v_2 - u_3v_3 - u_4v_4) + (u_1w_1 - u_2w_2 - u_3w_3 - u_4w_4)) \vec{e}_1 \\ &\quad + ((u_1v_2 + u_2v_1 + u_3v_4 - u_4v_3) + (u_1w_2 + u_2w_1 + u_3w_4 - u_4w_3)) \vec{e}_2 \\ &\quad + ((u_1v_3 - u_2v_4 + u_3v_1 + u_4v_2) + (u_1w_3 - u_2w_4 + u_3w_1 + u_4w_2)) \vec{e}_3 \\ &\quad + ((u_1v_4 + u_2v_3 - u_3v_2 + u_4v_1) + (u_1w_4 + u_2w_3 - u_3w_2 + u_4w_1)) \vec{e}_4 \\ &= \vec{u}\vec{v} + \vec{u}\vec{w}, \end{aligned}$$

$$\begin{aligned} \vec{e}_1\vec{v} &= (1v_1 - 0v_2 - 0v_3 - 0v_4) \vec{e}_1 + (1v_2 + 0v_1 + 0v_4 - 0v_3) \vec{e}_2 \\ &\quad + (1v_3 - 0v_4 + 0v_1 + 0v_2) \vec{e}_3 + (1v_4 + 0v_3 - 0v_2 + 0v_1) \vec{e}_4 \\ &= v_1 \vec{e}_1 + v_2 \vec{e}_2 + v_3 \vec{e}_3 + v_4 \vec{e}_4 = \vec{v}, \end{aligned}$$

$$\begin{aligned} (\vec{u}\vec{v})\vec{w} &= ((u_1v_1 - u_2v_2 - u_3v_3 - u_4v_4)w_1 - (u_1v_2 + u_2v_1 + u_3v_4 - u_4v_3)w_2 \\ &\quad - (u_1v_3 - u_2v_4 + u_3v_1 + u_4v_2)w_3 - (u_1v_4 + u_2v_3 - u_3v_2 + u_4v_1)w_4) \vec{e}_1 \\ &\quad + ((u_1v_1 - u_2v_2 - u_3v_3 - u_4v_4)w_2 + (u_1v_2 + u_2v_1 + u_3v_4 - u_4v_3)w_1 \\ &\quad + (u_1v_3 - u_2v_4 + u_3v_1 + u_4v_2)w_4 - (u_1v_4 + u_2v_3 - u_3v_2 + u_4v_1)w_3) \vec{e}_2 \\ &\quad + ((u_1v_1 - u_2v_2 - u_3v_3 - u_4v_4)w_3 - (u_1v_2 + u_2v_1 + u_3v_4 - u_4v_3)w_4 \\ &\quad + (u_1v_3 - u_2v_4 + u_3v_1 + u_4v_2)w_1 + (u_1v_4 + u_2v_3 - u_3v_2 + u_4v_1)w_2) \vec{e}_3 \\ &\quad + ((u_1v_1 - u_2v_2 - u_3v_3 - u_4v_4)w_4 + (u_1v_2 + u_2v_1 + u_3v_4 - u_4v_3)w_3 \\ &\quad - (u_1v_3 - u_2v_4 + u_3v_1 + u_4v_2)w_2 + (u_1v_4 + u_2v_3 - u_3v_2 + u_4v_1)w_1) \vec{e}_4 \\ &= (u_1(v_1w_1 - v_2w_2 - v_3w_3 - v_4w_4) - u_2(v_1w_2 + v_2w_1 + v_3w_4 - v_4w_3) \\ &\quad - u_3(v_1w_3 - v_2w_4 + v_3w_1 + v_4w_2) - u_4(v_1w_4 + v_2w_3 - v_3w_2 + v_4w_1)) \vec{e}_1 \\ &\quad + (u_1(v_1w_2 + v_2w_1 + v_3w_4 - v_4w_3) + u_2(v_1w_1 - v_2w_2 - v_3w_3 - v_4w_4) \\ &\quad + u_3(v_1w_4 + v_2w_3 - v_3w_2 + v_4w_1) - u_4(v_1w_3 - v_2w_4 + v_3w_1 + v_4w_2)) \vec{e}_2 \\ &\quad + (u_1(v_1w_3 - v_2w_4 + v_3w_1 + v_4w_2) - u_2(v_1w_4 + v_2w_3 - v_3w_2 + v_4w_1) \\ &\quad + u_3(v_1w_1 - v_2w_2 - v_3w_3 - v_4w_4) + u_4(v_1w_2 + v_2w_1 + v_3w_4 - v_4w_3)) \vec{e}_3 \\ &\quad + (u_1(v_1w_4 + v_2w_3 - v_3w_2 + v_4w_1) + u_2(v_1w_3 - v_2w_4 + v_3w_1 + v_4w_2) \\ &\quad - u_3(v_1w_2 + v_2w_1 + v_3w_4 - v_4w_3) + u_4(v_1w_1 - v_2w_2 - v_3w_3 - v_4w_4)) \vec{e}_4 \\ &= \vec{u}(\vec{v}\vec{w}), \end{aligned}$$

which establishes distributivity, the existence of a multiplicative identity, and associativity for vector multiplication in  $\mathbb{R}^4$ . Lastly, if  $\vec{v} \neq \vec{0}$ , then we have  $v_1^2 + v_2^2 + v_3^2 + v_4^2 \neq 0$ . Hence, commutativity of multiplication in  $\mathbb{R}$  yields

$$\begin{aligned} \vec{v}(v_1 \vec{e}_1 - v_2 \vec{e}_2 - v_3 \vec{e}_3 - v_4 \vec{e}_4) &= (v_1^2 + v_2^2 + v_3^2 + v_4^2) \vec{e}_1 + (-v_1v_2 + v_2v_1 - v_3v_4 + v_4v_3) \vec{e}_2 \\ &\quad + (-v_1v_3 + v_2v_4 + v_3v_1 - v_4v_2) \vec{e}_3 + (-v_1v_4 - v_2v_3 + v_3v_2 - v_4v_1) \vec{e}_4 \\ &= (v_1^2 + v_2^2 + v_3^2 + v_4^2) \vec{e}_1, \end{aligned}$$

so  $(v_1^2 + v_2^2 + v_3^2 + v_4^2)^{-1}(v_1 \vec{e}_1 - v_2 \vec{e}_2 - v_3 \vec{e}_3 - v_4 \vec{e}_4) \in \mathbb{R}^4$  is the multiplicative inverse of the vector  $\vec{v}$ . □

**2.3.1 Notation.** The quaternions are denoted by  $\mathbb{H}$ . Traditionally, one renames the standard basis vectors  $\vec{e}_1, \vec{e}_2, \vec{e}_3, \vec{e}_4 \in \mathbb{R}^4$  as  $1, i, j, k \in \mathbb{H}$ , so  $a + bi + cj + dk := a\vec{e}_1 + b\vec{e}_2 + c\vec{e}_3 + d\vec{e}_4$  and the multiplicative identity is 1.

	1	i	j	k
1	1	i	j	k
i	i	-1	k	-j
j	j	-k	-1	i
k	k	j	-i	-1

Figure 2.12: The multiplication table for the quaternion units

**2.3.2 Problem.** Show that quaternion units satisfy the relations

$$i^2 = j^2 = k^2 = ijk = -1.$$

*Solution.* The definition of the multiplication in  $\mathbb{H}$  implies that

$$\begin{aligned} i^2 &= ((0)(0) - (1)(1) - (0)(0) - (0)(0)) + ((0)(1) + (1)(0) + (0)(0) - (0)(0)) i \\ &\quad + ((0)(0) - (1)(0) + (0)(0) + (0)(1)) j + ((0)(0) + (1)(0) - (0)(1) + (0)(0)) k = -1, \\ j^2 &= ((0)(0) - (0)(0) - (1)(1) - (0)(0)) + ((0)(0) + (0)(0) + (1)(0) - (0)(1)) i \\ &\quad + ((0)(1) - (0)(0) + (1)(0) + (0)(0)) j + ((0)(0) + (0)(1) - (1)(0) + (0)(0)) k = -1, \\ k^2 &= ((0)(0) - (0)(0) - (0)(0) - (1)(1)) + ((0)(0) + (0)(0) + (0)(1) - (1)(0)) i \\ &\quad + ((0)(0) - (0)(1) + (0)(0) + (1)(0)) j + ((0)(1) + (0)(0) - (0)(0) + (1)(0)) k = -1, \\ ij &= ((0)(0) - (1)(0) - (0)(1) - (0)(0)) + ((0)(0) + (1)(0) + (0)(0) - (0)(1)) i \\ &\quad + ((0)(1) - (1)(0) + (0)(0) + (0)(0)) j + ((0)(0) + (1)(1) - (0)(0) + (0)(0)) k = k, \end{aligned}$$

and  $ijk = k^2 = -1$ . □

*Exercises*

**2.3.3 Problem.** Determine which of the following statements are true. If a statement is false, then provide a counterexample.

- i. The quaternions form a field of scalars.
- ii. The quaternion units satisfy  $ji = -ij$ .

**2.3.4 Problem.** From the basic relations  $i^2 = j^2 = k^2 = ijk = -1$  deduce the following relations:

$$\begin{array}{lll} ii = -1, & ij = k, & ik = -j, \\ ji = -k, & jj = -1, & jk = i, \\ ki = -j, & kj = -i, & kk = -1. \end{array}$$

**2.3.5 Problem.** For any numbers  $v_1, v_2, v_3, w_1, w_2, w_3 \in \mathbb{R}$ , consider the quaternions  $p := v_1 i + v_2 j + v_3 k \in \mathbb{H}$  and  $q := w_1 i + w_2 j + w_3 k \in \mathbb{H}$ , and the corresponding vectors  $\vec{p} := v_1 \vec{e}_1 + v_2 \vec{e}_2 + v_3 \vec{e}_3 \in \mathbb{R}^3$  and  $\vec{q} := w_1 \vec{e}_1 + w_2 \vec{e}_2 + w_3 \vec{e}_3 \in \mathbb{R}^3$ . How is the quaternion product  $pq$  related to the cross product  $\vec{p} \times \vec{q}$ ?

**2.3.6 Problem.** Prove the following related identities.

- i. For all  $p, q \in \mathbb{H}$ , show that  $|pq| = |p| |q|$ .

ii. For all  $v_1, v_2, v_3, v_4, w_1, w_2, w_3, w_4 \in \mathbb{R}$ , show that

$$\begin{aligned} (v_1^2 + v_2^2 + v_3^2 + v_4^2)(w_1^2 + w_2^2 + w_3^2 + w_4^2) &= (v_1w_1 - v_2w_2 - v_3w_3 - v_4w_4)^2 \\ &+ (v_1w_2 + v_2w_1 + v_3w_4 - v_4w_3)^2 \\ &+ (v_1w_3 - v_2w_4 + v_3w_1 + v_4w_2)^2 \\ &+ (v_1w_4 + v_2w_3 - v_3w_2 + v_4w_1)^2. \end{aligned}$$

**2.3.7 Problem.** For any  $h \in \mathbb{H}$ , show that there exists  $a, b \in \mathbb{R}$  such that  $h^2 = ah + b$ .

**2.3.8 Problem.** For any  $h := ai + bj + ck \in \mathbb{H}$  such that  $a, b, c \in \mathbb{R}$  and  $a^2 + b^2 + c^2 = 1$ , then prove that  $h^2 - 1 = 0$ , which show that quadratic polynomials may have infinitely many roots over  $\mathbb{H}$ .