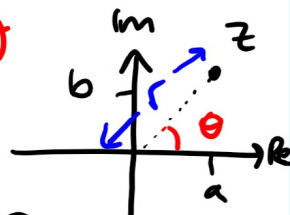


1ZC3 ENGINEERING MATH II-B (Linear Algebra I)

Last Time Complex Numbers: Polar Form (WS 19) Lecture 20

$$z = a + ib = r(\cos \theta + i \sin \theta) = r e^{i\theta}$$



• radius $r = |z|$

• argument any θ satisfying $a = r \cos \theta$, $b = r \sin \theta$. $\theta \in (-\pi, \pi]$ principal

Multiplication/Division:

$$(r_1(\cos \theta_1 + i \sin \theta_1))(r_2(\cos \theta_2 + i \sin \theta_2)) = r_1 r_2 (\cos(\theta_1 + \theta_2) + i \sin(\theta_1 + \theta_2))$$

[To multiply: multiply radii, add arguments.]

$$(r_1(\cos \theta_1 + i \sin \theta_1)) / (r_2(\cos \theta_2 + i \sin \theta_2)) = \frac{r_1}{r_2} (\cos(\theta_1 - \theta_2) + i \sin(\theta_1 - \theta_2))$$

[To divide: divide radii, subtract arguments.]

Example Find (i) $(2i)(-3 - \sqrt{3}i)$ in polar form.

$$(ii) \frac{2i}{-3 - \sqrt{3}i}$$

Last time we found $2i = 2(\cos(\frac{\pi}{2}) + i \sin(\frac{\pi}{2}))$
 $-3 - \sqrt{3}i = 2\sqrt{3}(\cos(-\frac{5\pi}{6}) + i \sin(-\frac{5\pi}{6}))$

Solution (i) $(2i)(-3 - \sqrt{3}i) = 2(2\sqrt{3})(\cos(\frac{\pi}{2} + (-\frac{5\pi}{6})) + i \sin(\frac{\pi}{2} + (-\frac{5\pi}{6})))$
 $= 4\sqrt{3}(\cos(-\frac{\pi}{3}) + i \sin(-\frac{\pi}{3}))$

(ii) $\frac{2i}{-3 - \sqrt{3}i} = \frac{2}{2\sqrt{3}}(\cos(\frac{\pi}{2} - (-\frac{5\pi}{6})) + i \sin(\frac{\pi}{2} - (-\frac{5\pi}{6})))$
 $= \frac{1}{\sqrt{3}}(\cos(\frac{4\pi}{3}) + i \sin(\frac{4\pi}{3}))$ OK.

$$= \frac{1}{\sqrt{3}} \left(\cos\left(-\frac{2\pi}{3}\right) + i \sin\left(-\frac{2\pi}{3}\right) \right)$$

↑ principal argument.

Special Case $z^n = (r e^{i\theta})^n = r^n e^{in\theta}$

$$(r(\cos\theta + i\sin\theta))^n = r^n (\cos(n\theta) + i\sin(n\theta))$$

$$= r^n (\cos\theta + i\sin\theta)^n \quad \leftarrow = \text{De Moivre's Rule.}$$

Finding roots Let $z_1 = r_1 e^{i\theta_1}$.

What is $z_1^{1/n}$? It is some $z_2 = r_2 e^{i\theta_2}$
with $z_2^n = z_1$.

Goal: find possible values for r_2 & θ_2 .

$$z_2^n = z_1$$

$$(r_2 e^{i\theta_2})^n = r_1 e^{i\theta_1} \Rightarrow r_2^n = r_1$$

$$r_2^n e^{in\theta_2} \Rightarrow r_2 = \sqrt[n]{r_1} \quad (\text{all real})$$

For θ_2 : we need to find all θ_2 with $n\theta_2$ some arguments of z_1 .

We can write all arguments of z_1 as $\alpha_1 + 2\pi k$,

where α_1 is $\text{Arg}(z_1)$ (principal arg. of z_1) &
 k integer

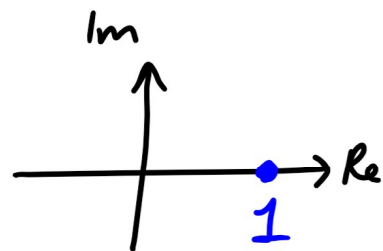
i.e. $n\theta_2 = \alpha_1 + 2\pi k$ for some integer k

$$\theta_2 = \frac{\alpha_1}{n} + \frac{2\pi k}{n} \quad \text{for some integer } k$$

↑ Enough to take $k=0, 1, \dots, n-1$
to get all possible values for
 θ_2 (after that, list repeats).

Example Find cube roots of 1.

$$\hookrightarrow n=3$$



Solution 1 has radius $|1|=1$
& principal argument is $0 = \alpha_1$

So our cube roots z have radius $= \sqrt[3]{1} = 1$

& arguments $= \frac{\alpha_1}{3} + \frac{2\pi k}{3}$ for $k=0, 1, 2$.

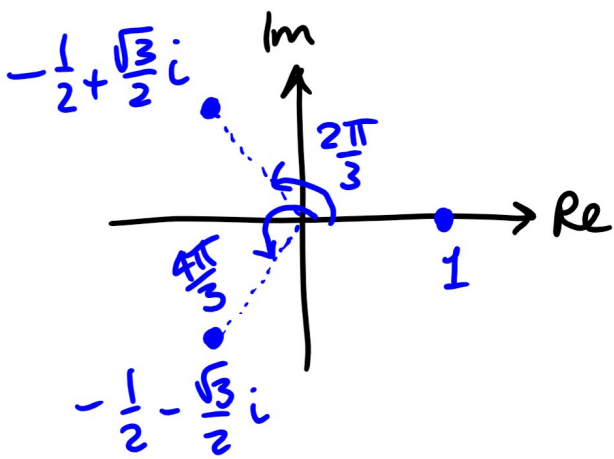
$$= \frac{0}{3} + \frac{2\pi k}{3} = \frac{2\pi k}{3} \quad \text{for } k=0, 1, 2.$$

So cube roots of 1 are:

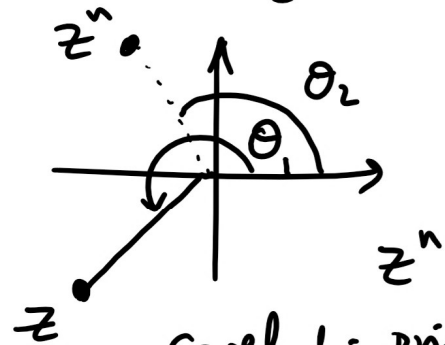
$$(k=0) : 1 (\cos(0) + i \sin(0)) = 1$$

$$(k=1) : 1 (\cos(\frac{2\pi}{3}) + i \sin(\frac{2\pi}{3})) = -\frac{1}{2} + \frac{\sqrt{3}}{2}i$$

$$(k=2) : 1 (\cos(\frac{4\pi}{3}) + i \sin(\frac{4\pi}{3})) = -\frac{1}{2} - \frac{\sqrt{3}}{2}i.$$



Cautionary Tale:



Careful: principal argument of z^n could be smaller than the argument of z .

Example

Find the fourth $\leftarrow n=4$ roots of $-3 - \sqrt{3}i$.

Solution

Recall: $-3 - \sqrt{3}i = 2\sqrt{3} \left(\cos\left(-\frac{5\pi}{6}\right) + i \sin\left(-\frac{5\pi}{6}\right) \right)$

Rules: radius of roots = $| -3 - \sqrt{3}i |^{1/4} = (2\sqrt{3})^{1/4} = 2^{1/4} 3^{1/8}$.

args. of roots: $\frac{\alpha_1}{n} + \frac{2\pi k}{n}$ for $k = 0, \dots, n-1$
 $= \left(-\frac{5\pi}{6}\right) / 4 + \frac{2\pi k}{4}$ for $k = 0, 1, 2, 3$.

So $(-3 - \sqrt{3}i)^{1/4} = 2^{1/4} 3^{1/8} (\cos \theta + i \sin \theta)$ where

θ is one of: $-\frac{5\pi}{24}, -\frac{5\pi}{24} + \frac{\pi}{2}, -\frac{5\pi}{24} + \pi, -\frac{5\pi}{24} + \frac{3\pi}{2}$.

3.1 Vectors in 2-space, 3-space, n-space

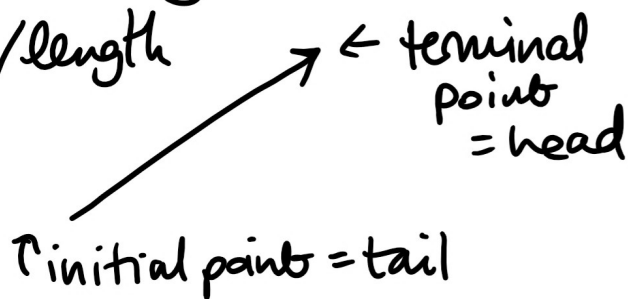
Back to the real world (for now...)

Vectors are • matrices : $1 \times n$ (row vectors)
& $m \times 1$ (column vectors)

• in \mathbb{R}^2 , \mathbb{R}^3 we have line segments

with a certain magnitude/length
& direction

↳ placement is irrelevant i.e.



2 vectors are the same if length & direction are same.

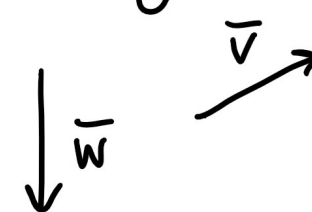
↳ so we encode each vector (line segment) by placing its tail at the origin and naming the vector by the (x, y) or (x, y, z) location of the head.

↑
This is the row vector
 $[x \ y]$ or column
vector $\begin{bmatrix} x \\ y \end{bmatrix}$

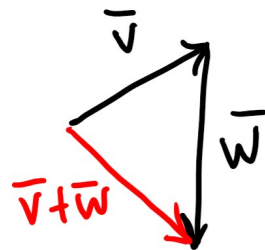
also the 2-tuple (x, y) with components
 x & y .

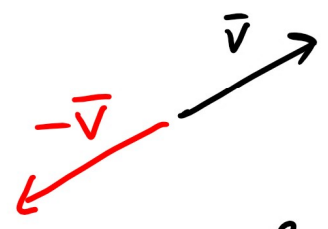
So \mathbb{R}^2 (called 2-space) is just all 2-tuples
 & \mathbb{R}^3 (called 3-space) is just all 3-tuples

Geometry & Arithmetic agree in the obvious way!

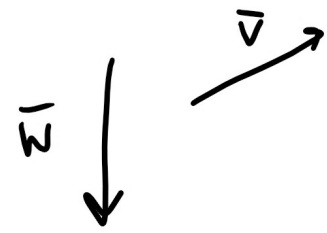
• can add vectors :  we get $\bar{v} + \bar{w}$ by:

e.g. $(2, 3) + (0, -5)$
 $= (2, -2).$

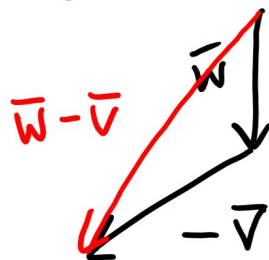


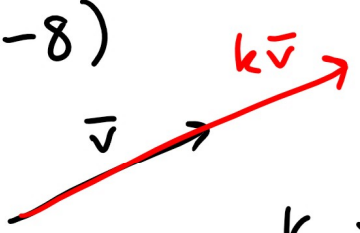
• negate vectors :  $-\bar{v}$ is the vector with magnitude same as \bar{v} & opposite direction

e.g. $-(2, 3) = (-2, -3).$

• subtract vectors  get $\bar{w} - \bar{v}$:

e.g. $(0, 5) - (2, 3)$
 $= (-2, -8)$



• scaling vectors  $k\bar{v}$ has magnitude $k \times$ magnitude of \bar{v} & same direction as \bar{v}

if $k > 0$, opp. direction if $k < 0$

e.g. $2(2, 3) = (4, 6)$.

The point is, we can talk about all these geometric operations in terms of component-wise arithmetic ops.

Goal: translate geometric ideas to \mathbb{R}^n
(n-space).

↳ using the fact that we can describe geometric ops from \mathbb{R}^2 & \mathbb{R}^3 in terms of arithmetic operations, even though we cannot visualize vectors as line segments in \mathbb{R}^n !