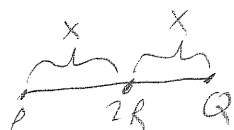
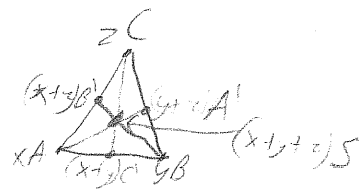


VMTS



$$P \text{---} (x+y) \text{---} Q \quad \frac{PS}{QS} = \frac{b}{a}$$



DEF: Affine combination of points P & Q is: $aP + bQ$, $a+b=1$

THM: Ceva's Theorem: In $\triangle ABC$ (top), $\frac{AF}{FB} \cdot \frac{BD}{DC} \cdot \frac{CE}{EA} = 1$, $x+y+z=1$

Pf: $xA+yB = (x+y)C$ | $yB+zC = (y+z)A$ | $xA+zC = (x+z)B$ | $\frac{AF}{FB} = \frac{y}{x}$ | $\frac{BD}{DC} = \frac{z}{y}$ | $\frac{CE}{EA} = \frac{x}{z}$ | $\frac{AF}{FB} \cdot \frac{BD}{DC} \cdot \frac{CE}{EA} = \frac{y}{x} \cdot \frac{z}{y} \cdot \frac{x}{z} = 1$

For $AB \parallel CD$, $\frac{AF}{FB} = \frac{CE}{EA}$, if $\exists$ 4 pts A, B, C, D st. $xA+yB = yC+zD$, $AB \parallel CD$

DEF: Polar vector is a "directed line segment" with a magnitude: $\vec{PQ}$ (tail to head)
2 polar vectors $\vec{PQ}$ & $\vec{RS}$ are same: $Q+S = P+R \Leftrightarrow \vec{PQ} = \vec{SR}$

DEF: Covector is a "directed pair of lines": $\vec{AB}$

DEF: axial vector is an ^{axis of} rotation, a magnitude, and a "sense of rotation"

DEF: a basis for a vector space V is a set $\{\vec{e}_i\}$ s.t. $\forall \vec{v} \in V, \vec{v} = \sum a_i \vec{e}_i$

Polar/covector basis:



DEF: twisted scalar is a point with a rotation: $\odot$ (in 3D it has a handedness)

DEF: bivector is an area w/ rotation: $\triangle$

DEF: Twisted vector is a magnitude and handedness: $\vec{v} = \vec{v} \odot$

DEF: A vector space over $\mathbb{K}$ ($\mathbb{K} = \mathbb{R}, \mathbb{C}$) is a set of V things, called vectors

such that: $\forall \vec{v}, \vec{w} \in V, \vec{v} + \vec{w} \in V, \forall a \in \mathbb{K}, a\vec{v} \in V$, and: $\forall \vec{v}, \vec{w} \in V, a, b \in \mathbb{K}$,

assoc. 1) $\vec{v} + (\vec{w} + \vec{u}) = (\vec{v} + \vec{w}) + \vec{u}$ | 2) $\vec{v} + \vec{w} = \vec{w} + \vec{v}$ | 3) $\exists \vec{0} \in V$ s.t. $\vec{0} + \vec{v} = \vec{v}$ | 4) $\exists (-\vec{v})$ s.t. $\vec{v} + (-\vec{v}) = \vec{0}$
5) $a(b\vec{v}) = (ab)\vec{v}$ | 6) $1 \cdot \vec{v} = \vec{v}$ | 7) $a(\vec{v} + \vec{w}) = a\vec{v} + a\vec{w}$ | 8) $(a+b)\vec{v} = a\vec{v} + b\vec{v}$

DEF: A linear combination ^{in V} is an expression $\sum a_i \vec{v}_i$

Given a set $S \subset V$ its span is the set $\langle S \rangle$ of all linear combinations of elements in S
 $\langle \vec{v}, a\vec{v} \rangle = \langle S \rangle$

DEF: a set S is degenerate if $\exists$ some $\vec{v} \in S$ is a linear combination of vectors $\vec{s} \in S$, but $\vec{v} \neq \vec{s}$, but in S
 $\exists$ a linear combination equal to $\vec{0}$, with at least one $a_i \neq 0$
degenerate = dependent

DEF: S is a basis of V if S is independent and $\langle S \rangle = V$

DEF: A vector space V is finite dimensional if $V = \langle S \rangle$ for a finite S

THM: V is F.D iff all bases of V have the same cardinality

Lemma If $V = \langle S \rangle$, and no subset of S spans V , S is independent

Pf: BWOC, $\exists V = \langle S \rangle$ & $\exists$ PCS spans V , and S is dependent. Then, $S - \{\vec{v}\}$ spans V

Cor: Any finite spanning set contains a basis

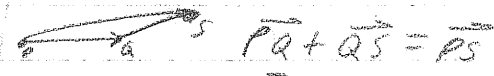
THM: If $|S| = n$, $T \subset \langle S \rangle$, with $|T| > n$, S is dependent

Cor: All bases of an F.D space have the same size

covector $\cdot$ polar vector = scalar



polar vector + polar vector =



covector + covector =



polar $\cdot$ polar = axial;



$\vec{PQ} \cdot \vec{PR} = \vec{PS}$, $\vec{PS} \perp \vec{PQ}, \vec{PR}$, $|\vec{PS}| = \text{area } PQSR$

point - point = polar;



polar vector $\cdot$ point = covector;



twisted vector + twisted vector =

$\vec{AC} + \vec{CB} = \vec{AB}$

twisted vector $\cdot$ twisted scalar = polar;

$\uparrow \cdot \odot = \uparrow$ $\uparrow \cdot \ominus = \downarrow$

twisted scalar $\cdot$ twisted scalar = scalar

wedge product

polar $\wedge$ polar = bivector;

$\vec{x} \wedge \vec{y} = -\vec{y} \wedge \vec{x}$

polar $\cdot$ polar = polar $\cdot$ covector;



$\vec{QR} \cdot \vec{QS} = \vec{PS}$

DEF: if X is a set, let $FX = \{a_1x_1 + \dots + a_nx_n \mid a_i \in K, x_i \in X\}$ be the set of formal linear combinations

DEF: a function $f: V \rightarrow K$ is a linear functional $\iff$ it is a linear map

DEF: $V^* =$ set of all linear functionals on V

DEF: $V \times W = \{(\underline{v}, \underline{w}) \mid \underline{v} \in V, \underline{w} \in W\}$
 $\downarrow$
 $V \otimes W$

V^* covector $\xrightarrow{A} \bar{v}$

V polar vector $\nearrow \vec{v}$

$\tilde{V}$ axial (twisted) vector $\searrow$

$\wedge^2 V$ bivector $\boxplus$

$\mathbb{K}$ twisted scalar $\odot$

$\mathbb{K}$ scalar

$\wedge^3 V$ trivector

$\wedge^2 V$

$\wedge^3 V$

V^*

$\wedge^2 V^*$

$\wedge^3 V^*$

Quotients: if V is a subspace of W , $W/V =$ parts of vectors: not in V

DEF: $V \subset W$ means V is a subspace of W

DEF: $\underline{v} \in V, \underline{w} \in V, \underline{v} + \underline{w} = \{\underline{v} + \underline{w} \mid \underline{w} \in W\}$

DEF: $V/W = \{\underline{v} + W \mid \underline{v} \in V\}$: $\underline{v}_1 + W = \underline{v}_2 + W \iff \underline{v}_1 - \underline{v}_2 \in W$

If V is FD, $\dim V/W = \dim V - \dim W$

DEF: If V, W are vector spaces, a linear map $T: V \rightarrow W$ s.t. $T(\underline{v}_1 + \underline{v}_2) = T(\underline{v}_1) + T(\underline{v}_2)$ and $T(a\underline{v}) = aT(\underline{v})$

DEF: A (linear) isomorphism is a linear map which is a $\hookrightarrow$ bijection

If there is an isomorphism from V to W , $V \cong W$ (V and W are isomorphic)

"Formal Products": $V \otimes W = \{(\underline{v}, \underline{w}) \mid \underline{v} \in V, \underline{w} \in W\}$

Let $X = \{f: V \times W \rightarrow K \mid f \text{ is a linear isomorphism (?) and then}\}$

$(f+g)(\underline{v}, \underline{w}) = f(\underline{v}, \underline{w}) + g(\underline{v}, \underline{w}) \mid (af)(\underline{v}, \underline{w}) = a f(\underline{v}, \underline{w})$

$f(\underline{v}) = a \implies g(a\underline{v}) = 1, f(\text{else}) = 0 - g(\text{else}) = 0$

Let $S = \left\{ \begin{array}{l} a(\underline{v} \otimes \underline{w}) - a\underline{v} \otimes \underline{w} \\ a(\underline{v} \otimes \underline{w}) - \underline{v} \otimes a\underline{w} \\ (\underline{v}_1 + \underline{v}_2) \otimes \underline{w} - \underline{v}_1 \otimes \underline{w} - \underline{v}_2 \otimes \underline{w} \\ \underline{v} \otimes (\underline{w}_1 + \underline{w}_2) - \underline{v} \otimes \underline{w}_1 - \underline{v} \otimes \underline{w}_2 \end{array} \right\}$

DEF: $V \otimes W = F(V \times W) / \langle S \rangle$

THM: if $\{e_i\}$ is a basis for V , $\{f_j\}$ is a basis for W , then $\{e_i \otimes f_j\}$ is a basis for $V \otimes W$

RE-DEF: $V \otimes W =$ formal linear combinations of $\{e_i \otimes f_j\}$

COR: $\dim(V \otimes W) = (\dim V)(\dim W)$

DEF: an (s) -tensor is an element of $V \otimes \dots \otimes V \otimes V^* \otimes \dots \otimes V^*$

eg: (0) -tensor $\in V$, (1) -tensor $\in V^*$, (0) -tensor $\in K$

DEF: an orientation of V is a direction in $\wedge^n V$, $\dim V = n$

DEF: $\mathbb{K} = \{(\Omega, a) \mid \Omega \text{ is an orientation of } V, a \in K, a > 0\} \cup \{0\}$

$\dim(\mathbb{K}) = 1$

DEF: $\tilde{V} = \mathbb{K} \otimes V$

Question: $\tilde{V}, \wedge^n V$ related?

DEF: $\wedge^2 V = V \otimes V / \langle S \rangle$, $\dim(\wedge^2 V) = \binom{n}{2}$, $\underline{v}, \underline{w} \in \wedge^2 V$

DEF: $\wedge^3 V = V \otimes V \otimes V / \langle S \rangle$, $S = \{ \underline{v} \otimes \underline{w} \otimes \underline{u} + \underline{v} \otimes \underline{u} \otimes \underline{w} + \underline{w} \otimes \underline{v} \otimes \underline{u} \mid \underline{v}, \underline{w}, \underline{u} \in V \}$

$\dim \wedge^3 V = \binom{n}{3}$

Rotations:

How do rotations act on vectors?

• preserve length, addition, scalar multiplication, angles, dimension of subspace
• don't kill stuff

• preserves orientation

How can we define length & angle in a Euclidean vector space

- pick a basis

$$\vec{v} = v^1 \vec{e}_1 + v^2 \vec{e}_2$$

some $f(v^1, v^2) = \text{"length of } \vec{v} \text{"}$

$$\sqrt{(v^1)^2 + (v^2)^2}$$

Define $\|\vec{v}\| = \sqrt{\theta(\vec{v}) \cdot \vec{v}}$, where θ is an isomorphism from V to V^*

Questions:

• Is $\vec{v}_1 \cdot \vec{v}_2 = \vec{v}_2 \cdot \vec{v}_1$

~~No~~ No

• Is $\|\vec{v}\| \geq 0$

No, but we can make it

$K = \mathbb{R}$ We want to consider θ s.t. $\theta(\vec{v})(\vec{v}) \geq 0$, and
if $\vec{v} \neq \vec{0}$, then $\theta(\vec{v})(\vec{v}) > 0$

Metric Structure

• bases s.t. $\vec{e}_i \cdot \vec{e}_j = \delta_{ij}$

$\rightarrow \theta: \vec{v} \mapsto v^i \vec{e}_i \cdot \vec{v} = \sum v^i v^i \geq 0$, $\theta(\vec{v})(\vec{v}) > 0$ if $\vec{v} \neq \vec{0}$
and $\theta(\vec{v}_1)(\vec{v}_2) = \theta(\vec{v}_2)(\vec{v}_1)$

DEF Such a basis is orthonormal.

DEF an inner product / dot product:

Bilinear map $\cdot: V \times V \rightarrow K$ s.t.

• nondegenerate: if $\vec{v}_1 \cdot \vec{v}_2 = 0 \forall \vec{v}_2$, then $\vec{v}_1 = \vec{0}$

• $\vec{v} \cdot \vec{v} \geq 0$, $\vec{v} \cdot \vec{v} > 0$ if $\vec{v} \neq \vec{0}$

• $\vec{v}_1 \cdot \vec{v}_2 = \vec{v}_2 \cdot \vec{v}_1$

DEF If V is a vector space equipped with an inner product, it is called a Euclidean space

DEF $\|\vec{v}\| = \sqrt{\vec{v} \cdot \vec{v}}$ (length of $\vec{v}$)

Apply law of cos: $c^2 = a^2 + b^2 - 2ab \cos C$

DEF $\cos \varphi = \frac{\vec{v} \cdot \vec{w}}{\|\vec{v}\| \|\vec{w}\|}$ $\rightarrow \|\vec{v} - \vec{w}\|^2 = (\vec{v} - \vec{w}) \cdot (\vec{v} - \vec{w}) = \vec{v} \cdot \vec{v} - 2\vec{v} \cdot \vec{w} + \vec{w} \cdot \vec{w} = \|\vec{v}\|^2 - 2\vec{v} \cdot \vec{w} + \|\vec{w}\|^2$

$$\cos \varphi = \frac{\vec{v} \cdot \vec{w}}{\|\vec{v}\| \|\vec{w}\|}$$

if $\vec{v} \cdot \vec{w} = 0 \Rightarrow \varphi = 90^\circ$, $\vec{w} = \vec{0}$, or $\vec{v}$ and $\vec{w}$ are "perpendicular"

DEF: a linear map or linear transformation a map that preserves + and scalar multiplication.

dot product preserves length & angle

DEF: a lin. map $L: V \rightarrow V$ is called orthogonal if it preserves the dot product $(L\vec{v} \cdot L\vec{w}) = (\vec{v} \cdot \vec{w})$

DEF: a rotation is an orthogonal linear map that preserves orientation

DEF: L preserves orientation if $\Lambda^n L$ is "not a flip"

In 2D

If V has a basis $\{\vec{e}_1, \vec{e}_2\}$, $\Lambda^2 V$ has basis $\{\vec{e}_1 \wedge \vec{e}_2\}$ so

$L \otimes \Lambda L \vec{e}_1 \wedge \vec{e}_2 = a(\vec{e}_1 \wedge \vec{e}_2)$ L preserves orientation $\Leftrightarrow a > 0$

FACT: (Cauchy-Schwarz inequality) $\langle \vec{v}, \vec{w} \rangle^2 \leq \langle \vec{v}, \vec{v} \rangle \cdot \langle \vec{w}, \vec{w} \rangle \Leftrightarrow |\langle \vec{v}, \vec{w} \rangle| \leq \|\vec{v}\| \|\vec{w}\|$

Matrices

How do we represent a linear map $L: V \rightarrow W$ in coordinates?

choose bases $\{\vec{d}_i\}, \{\vec{e}_j\}$ for V and W respectively

$$\vec{v} = \sum v_i \vec{d}_i, \vec{w} = \sum w_j \vec{e}_j$$

$$\text{Write } L(\vec{d}_i) = \sum l'_{ji} \vec{e}_j \quad \text{Then } L(\vec{v}) = L(\sum v_i \vec{d}_i) = \sum v_i L(\vec{d}_i) = \sum v_i \sum l'_{ji} \vec{e}_j$$

$$\begin{pmatrix} l'_{11} & l'_{12} & \dots & l'_{1n} \\ l'_{21} & l'_{22} & \dots & l'_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ l'_{m1} & l'_{m2} & \dots & l'_{mn} \end{pmatrix}$$

this is an $m \times n$ matrix

If $A: V \rightarrow W, B: W \rightarrow U$, A has matrix (a_{ij}) B has (b_{ij}) in same bases $\{\vec{d}_i\}, \{\vec{d}_j\}, \{\vec{e}_k\}$ Then $B \circ A$ has matrix (g_{ij}) Then

$$B(A(\vec{d}_i)) = B(\sum a_{ij} \vec{d}_j) = \sum a_{ij} B(\vec{d}_j) = \sum a_{ij} \sum b_{ik} \vec{e}_k \quad B \circ A(\vec{d}_i) = \sum g_{ik} \vec{e}_k$$

$$\sum_k (\sum_j a_{ij} b_{ik}) \vec{e}_k \quad \text{so } g_{ik} = \sum_j a_{ij} b_{ik}$$

$$\begin{pmatrix} b_{11} \\ \vdots \\ b_{ik} \\ \vdots \\ b_{m1} \end{pmatrix} \begin{pmatrix} a_{11} \\ \vdots \\ a_{ij} \\ \vdots \\ a_{n1} \end{pmatrix} = \begin{pmatrix} g_{11} \\ \vdots \\ g_{ik} \\ \vdots \\ g_{m1} \end{pmatrix}$$

inner product of multiplication of row and column vectors

clearly V is all other

V is n -dim $\vec{v} \in V$ choose a basis $\{\vec{e}_i\}$

$$\vec{v} = \sum v_i \vec{e}_i, \quad M_{\{\vec{e}_i\}}(\vec{v}) = M(\vec{v}) = \begin{pmatrix} v_1 \\ \vdots \\ v_n \end{pmatrix}$$

W is m -dim

$A: V \rightarrow W$

choose basis $\{\vec{e}_i\}$ & $\{\vec{d}_j\}$

$A \vec{e}_i$

$$A \vec{e}_i = \sum a_{ji} \vec{d}_j \quad M(A) = \begin{pmatrix} a_{11} & \dots & a_{1n} \\ \vdots & \ddots & \vdots \\ a_{m1} & \dots & a_{mn} \end{pmatrix}$$

U is p -dim

$B: W \rightarrow U, \{\vec{e}_i\}, \{\vec{d}_j\}, \{\vec{e}_k\}$

$$M(B) = \begin{pmatrix} b_{11} & \dots & b_{1m} \\ \vdots & \ddots & \vdots \\ b_{p1} & \dots & b_{pm} \end{pmatrix}$$

$$M(B \circ A) = M(B)M(A)$$

DEF if $M = \begin{pmatrix} a_{11} & \dots & a_{1n} \\ \vdots & \ddots & \vdots \\ a_{m1} & \dots & a_{mn} \end{pmatrix} \quad N = \begin{pmatrix} b_{11} & \dots & b_{1m} \\ \vdots & \ddots & \vdots \\ b_{p1} & \dots & b_{pm} \end{pmatrix}$

$$NM = \begin{pmatrix} g_{11} & \dots & g_{1n} \\ \vdots & \ddots & \vdots \\ g_{p1} & \dots & g_{pn} \end{pmatrix}$$

$$g_i^k = \sum_{j=1}^m a_{ij} b_{jk}^k$$

THM Matrix multiplication is associative

Pf Composition of functions is associative

$\vec{w} \in V^*$ choose dual basis $\{\vec{f}_i\}$ $\vec{w} = \sum w_i \vec{f}_i \quad M(\vec{w}) = (w_1 \dots w_n)$

$$\vec{w}(\vec{v}) = w_1 v_1 + \dots + w_n v_n = M(\vec{w})M(\vec{v}) = (w_1 \dots w_n) \begin{pmatrix} v_1 \\ \vdots \\ v_n \end{pmatrix}$$

$A: V \rightarrow W$

$$M(A)M(\vec{v}) = \begin{pmatrix} a_{11} & \dots & a_{1n} \\ \vdots & \ddots & \vdots \\ a_{m1} & \dots & a_{mn} \end{pmatrix} \begin{pmatrix} v_1 \\ \vdots \\ v_n \end{pmatrix}$$

V^* is lin. map $V \rightarrow \mathbb{K}$, use $\{1\}$ for $\mathbb{K}$, special case is $(\dots)$

Identity matrix $I = \begin{pmatrix} 1 & 0 & \dots & 0 \\ 0 & 1 & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \dots & 1 \end{pmatrix} = M(I_d)$, where $I_d(v) = v$
 Given $v \in V$, define $A_v: K \rightarrow V$, $A_v(a) = av$, $M(A_v) = \begin{pmatrix} v_1 \\ \vdots \\ v_n \end{pmatrix} = M(v)$
 $K \xrightarrow{A_v} V \xrightarrow{A} W$
 $1 \mapsto v \mapsto Av$ $M(A \circ A_v) = M(A)M(A_v) = M(A)M(v)$

$$K \xrightarrow{A} V \xrightarrow{\bar{w}} K$$

$$1 \mapsto v \mapsto \bar{w}(v)$$

$$M(\bar{w} \circ A_v) = M(\bar{w})M(v)$$

If we have an inner product, we should choose orthogonal bases.

$$\begin{pmatrix} v_1 \\ \vdots \\ v_n \end{pmatrix} \begin{pmatrix} w_1 \\ \vdots \\ w_n \end{pmatrix} = v_1 w_1 + \dots + v_n w_n$$

$$\theta(v) \in V^*$$

DEF. The transpose of $M = \begin{pmatrix} a_{11} & \dots & a_{1n} \\ \vdots & \ddots & \vdots \\ a_{m1} & \dots & a_{mn} \end{pmatrix}$ is $M^T = \begin{pmatrix} a_{11} & \dots & a_{m1} \\ \vdots & \ddots & \vdots \\ a_{1n} & \dots & a_{mn} \end{pmatrix}$

$$v \cdot w \rightarrow M(v)^T M(w)$$

rotations $\rightarrow R: V \rightarrow V$ is orthogonal if $(Rv) \cdot (Rw) = v \cdot w$

Try on basis vectors let $\{e_i\}$ be orthonormal $\begin{pmatrix} r_1 \\ \vdots \\ r_n \end{pmatrix} \begin{pmatrix} e_1 \\ \vdots \\ e_n \end{pmatrix} = \begin{pmatrix} r_1 \\ \vdots \\ r_n \end{pmatrix}$
 The columns of $M(R)$ are coordinates of basis vectors

$$M(R)^T M(R) = I \text{ identity}$$

$$(MN)^T = N^T M^T$$

~~R~~ R is orthogonal iff $M(R)^T M(R) = I$

orientation preserving?

$$\text{Ex 1 } L: \mathbb{R}^2 \rightarrow \mathbb{R}^2$$

$$\begin{aligned} \bar{e}_1 &\mapsto \bar{e}_1 + \bar{e}_2 \\ \bar{e}_2 &\mapsto \bar{e}_1 - \bar{e}_2 \end{aligned}$$

Not preserving

$$\begin{aligned} \text{Ex: } L: \mathbb{R}^3 &\rightarrow \mathbb{R}^3 \\ \vec{e}_1 &\mapsto 0\vec{e}_1 + 2\vec{e}_2 - 5\vec{e}_3 \\ \vec{e}_2 &\mapsto 0\vec{e}_1 - \vec{e}_2 + 3\vec{e}_3 \\ \vec{e}_3 &\mapsto -\vec{e}_1 + \vec{e}_2 + \vec{e}_3 \end{aligned}$$

DEF: A linear map $L: V \rightarrow V$ preserves orientation iff $\forall \vec{u}, \vec{w} = k(L\vec{u} \wedge L\vec{w})$ for some $k > 0$ if $\vec{e}_1, \dots, \vec{e}_n$ is a basis of V ,

$$\wedge^n V = \text{vector space with basis } \{\vec{e}_1 \wedge \dots \wedge \vec{e}_n\} \text{ s.t. } \vec{e}_i \wedge \vec{e}_j = -\vec{e}_j \wedge \vec{e}_i \text{ and } \vec{e}_i \wedge \vec{e}_i = 0$$

$\dim V = n$, basis for $\wedge^n V$ is $\vec{e}_1 \wedge \vec{e}_2 \wedge \dots \wedge \vec{e}_n$.
If $L: V \rightarrow V$ is linear map, then $\wedge^n L: \wedge^n V \rightarrow \wedge^n V$,
 $\wedge^n L(\vec{e}_1 \wedge \vec{e}_2 \wedge \dots \wedge \vec{e}_n) = L\vec{e}_1 \wedge \dots \wedge L\vec{e}_n$
 $\wedge^n L(\vec{e}_1 \wedge \dots \wedge \vec{e}_n) = L\vec{e}_1 \wedge \dots \wedge L\vec{e}_n = (\det L) \vec{e}_1 \wedge \dots \wedge \vec{e}_n$

DEF: The determinant of L is the number that satisfies

$$\text{ex: } L: \mathbb{R}^2 \rightarrow \mathbb{R}^2$$

$$L(\vec{e}_1) = a\vec{e}_1 + b\vec{e}_2, \quad L(\vec{e}_2) = c\vec{e}_1 + d\vec{e}_2$$

$$\begin{aligned} L(\vec{e}_1 \wedge \vec{e}_2) &= L\vec{e}_1 \wedge L\vec{e}_2 = (a\vec{e}_1 + b\vec{e}_2) \wedge (c\vec{e}_1 + d\vec{e}_2) = \\ &= ad\vec{e}_1 \wedge \vec{e}_2 + bc\vec{e}_2 \wedge \vec{e}_1 = (ad - bc) \vec{e}_1 \wedge \vec{e}_2 \end{aligned}$$

DEF: Determinant of a matrix is the determinant of the linear map it represents

DEF: an axial rotation is a rotation about a line ℓ with angle θ

Rotations in 2D can be represented by complex numbers

DEF: A quaternion is an expression $a + bi + cj + dk$
• add in obvious way
multiplying: $i^2 = j^2 = k^2 = -1$

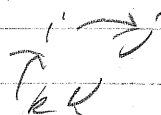
consider $e = bi + cj + dk$, say $\|e\| = 1$, so $\sqrt{b^2 + c^2 + d^2} = 1$
 $e^2 = (bi + cj + dk)^2 = b^2 i^2 + c^2 j^2 + d^2 k^2 + 2bcij + 2bdji + 2cdki$
 $= -(b^2 + c^2 + d^2) + 2b(cj + di) + 2c(dk + bi) + 2d(ik + kj)$
 $= -1 + 2b(cj + di) + 2c(dk + bi) + 2d(ik + kj)$

want $ik = -ki$, $jk = -kj$, and $ij = -ji$

$$ij = -ji = k$$

$$ik = -ki = j$$

$$jk = -kj = i$$



$$z = a + bi, \quad \bar{z} = a - bi, \quad |z|^2 = z\bar{z} = a^2 + b^2$$

$$q = a + bi + cj + dk$$

$$\bar{q} = a - bi - cj - dk, \quad |q|^2 = a^2 + b^2 + c^2 + d^2 = q\bar{q}$$

$$z^{-1} = \frac{1}{z} = \frac{\bar{z}}{|z|^2}, \quad q^{-1} = \frac{1}{q} = \frac{\bar{q}}{|q|^2}$$

$$\text{if } |z| = 1, \exists \theta \text{ s.t. } z = \cos \theta + i \sin \theta$$

$$\text{if } |q| = 1, \text{ let } \theta \text{ s.t. } a = \cos \theta, \quad q = \cos \theta + \sin \theta e$$

$$\text{with } e = bi + cj + dk \text{ with } \|e\| = 1$$

$$\overline{q_1 q_2} = \bar{q}_1 \bar{q}_2$$

$$\text{let } q_1 = i, \quad q_2 = j, \quad \overline{ij} = \bar{k} = -k = (-j)/(-i)$$

$$|q_1 q_2| = |q_1| \cdot |q_2|$$

$$\cos \theta + i \sin \theta \sim \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}$$

$$a + bi \sim \begin{pmatrix} a & -b \\ b & a \end{pmatrix}$$

$$a \sim \begin{pmatrix} a & 0 \\ 0 & a \end{pmatrix} = aI$$

$$\sqrt{-1} \sim \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \sim \begin{pmatrix} i & 0 \\ 0 & i \end{pmatrix}$$

$a + bi + cj + dk \sim$ 2×2 complex matrices or 4×4 real matrices

$$q = a + bi + cj + dk$$

$$i \sim \begin{pmatrix} i & 0 \\ 0 & -i \end{pmatrix}$$

$$j \sim \begin{pmatrix} 0 & 1 \\ -1 & 0 \end{pmatrix}$$

$$k \sim \begin{pmatrix} 0 & i \\ i & 0 \end{pmatrix}$$

$$q \sim \begin{pmatrix} a+bi & c+di \\ -c+di & a-bi \end{pmatrix}$$

$$\text{if } z = a+bi \quad z \sim \begin{pmatrix} a & b \\ -b & a \end{pmatrix} \quad \bar{z} = a-bi$$

$$\bar{z} \sim \begin{pmatrix} a-b & 0 \\ 0 & a \end{pmatrix} = \begin{pmatrix} a & b \\ -b & a \end{pmatrix}^T \sim z^T$$

$$\bar{q} = a-bi-cj-dk = \begin{pmatrix} a-bi & -c-di \\ c-di & -a+bi \end{pmatrix} = \text{conjugate transpose} = q^\dagger$$

$$\cos \theta + e \sin \theta$$

$$e = b i + c j + d k$$

DEF a vector quaternion is a quaternion with no real part

e is a vector quaternion with $|e|=1$

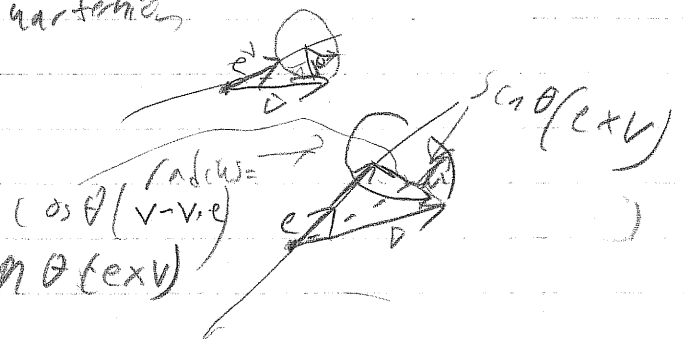
$$v = v_1 i + v_2 j + v_3 k \quad w = w_1 i + w_2 j + w_3 k$$

$$v \cdot w = [-v_1 w_1 - v_2 w_2 - v_3 w_3] + v_1 w_2 k - v_1 w_3 j + v_2 w_3 i - v_3 w_2 i + v_3 w_1 j - v_2 w_1 j$$

$$v_2 w_3 j = -(v_1 w_1 + v_2 w_2 + v_3 w_3) + k(v_1 w_2 - v_2 w_1) + i(v_2 w_3 - v_3 w_2) + j(v_3 w_1 - v_1 w_3)$$

$$j(v_3 w_1 - v_1 w_3) = -(\underbrace{v \cdot w}_{\text{real}}) + \underbrace{(v \times w)}_{\text{vector quaternion}}$$

What does an active rotation do
 $|e|=1$



$$v' = (e \cdot v) e + \cos \theta (v - (e \cdot v) e) + \sin \theta (e \times v)$$

$$q = \cos \theta + e \sin \theta$$

$$q v q^{-1} = (\cos \theta + e \sin \theta) v (\cos \theta - e \sin \theta) =$$

$$((\cos \theta)v - (e \cdot v)\sin \theta + \sin \theta (e \times v)) / (\cos \theta - \sin \theta) =$$

$$\cos^2 \theta v - \sin \theta \cos \theta (e \cdot v) + \sin \theta \cos \theta (e \times v) + \sin \theta \cos \theta (e \cdot v) - \sin^2 \theta (v \times e) + \sin^2 \theta (e \cdot v)e + \sin^2 \theta (e \times v) \times e - \sin^2 \theta (e \times v) \times e =$$

$$\cos^2 \theta v + 2 \sin \theta \cos \theta (e \times v) + (1 - \cos^2 \theta)(e \cdot v)e - \sin^2 \theta (e \times v) \times e = (e \cdot v)e + \cos^2 \theta (v - (e \cdot v)e) + 2 \sin \theta \cos \theta (e \times v) - \sin^2 \theta (v - (e \cdot v)e) =$$

$$(e \times v) \times e = v - (e \cdot v)e$$

THM: If v is a vector, a quaternion $(v^1 i + v^2 j + v^3 k)$ and q is a unit quaternion ($|q|=1$), then $q v \bar{q}$ = vector/quaternion representing the rotation of v around the axis determined by e at an angle 2θ ($q = \cos \theta + e \sin \theta$) (this is an atomic rotation)

Cor: Composite of atomic rotations

Def: Let q_1, q_2 represent atomic rotations
 $v \rightarrow \bar{q}_1, v q_2 \Rightarrow (q_2 q_1) \bar{q}_1 q_2 = (q_2 q_1) v (q_2 q_1)$ i.e.
 if $q_3 = q_2 q_1$, q_3 represents the composite

THM: All rotations are atomic

RF: Suppose $\{e_1, e_2, e_3\}$ is an orthonormal basis, R is a rotation.

Then $\{R e_1, R e_2, R e_3\}$ is again an orthonormal

basis. Unitary R , then $e_1 \mapsto R e_1$

$R e_2$ is $\pm R e_1$, and $R e_2 \perp R e_1 = R e_1$, so $\exists R_2$ (atomic rotation) such that $R_2 R e_1 = R e_2$ and $R_2 R e_2 = R e_2$

Because R preserves orientation, $R_2 e_3 = R e_3$

However, q represents same rotation $q = \cos \theta + e \sin \theta$

$$q = \cos(\theta + \pi) + e \sin(\theta + \pi) = -\cos \theta - e \sin \theta$$

$$q \bar{q} = (q v \bar{q})$$

2 things for axis, each gives a unique angle, 2θ vs θ going in opposite directions to the other (axis & angle same)

We have a map
 $\{ \text{ant. d.o.f.} \} \rightarrow \{ \text{rot. d.o.f.} \}$
 $\{ \text{ant. d.o.f.} \} \rightarrow \{ \text{space} \}$

and inverse image of φ is a rotation has
 2 poly

Let V be a v.s. $\{e_i\}$ orthonormal and let $\{e'_i\}$ be another
 v.s. are orthonormal

Each first basis is $\begin{pmatrix} v'_1 \\ \vdots \\ v'_n \end{pmatrix}$ where $R_{ij} = e'_i \cdot e_j$
 $e'_i = a_{i1}e_1 + a_{i2}e_2 + \dots + a_{in}e_n$
 $V = v'_1 e_1 + \dots + v'_n e_n = v'_1 (a_{11}e_1 + \dots + a_{1n}e_n) + \dots$

DEF: A spinor is a pair $\begin{pmatrix} \psi \\ \chi \end{pmatrix}$ of complex #s sat. when ψ, χ change
 basis by rotation $q = atbi + ctjd + dtke$ it changes to
 $\begin{pmatrix} atbi & ctjd \\ -ctjd & atbi \end{pmatrix} \begin{pmatrix} \psi \\ \chi \end{pmatrix}$

Why is inertia a tensor?

Linear motion: $\vec{F} = m\vec{a}$
 $\vec{p} = m\vec{v}$ $K = \frac{1}{2} m |\vec{v}|^2$

rotational motion:

$$\vec{L} = I \vec{\omega} \quad \vec{L} = I \vec{\omega}$$

$$\vec{L} = I \vec{\omega} \quad K = \frac{1}{2} I \omega^2$$

$$a = r\alpha$$

$$\vec{a} = \vec{\omega} \times \vec{r} \quad \tau = \vec{r} \times \vec{F} = \vec{r} \times (m\vec{a}) = \vec{r} \times (m/r \alpha \times \vec{r}) = m(r \times (\alpha \times \vec{r}))$$

$$r(\alpha) = \dots \Rightarrow r \times (r \times \alpha) = (r \cdot \alpha) \vec{r} - r^2 \alpha$$

$$\text{so } \tau = r \times F = \dots = m/r \alpha^2 - m(r \cdot \alpha) \vec{r}$$

I is an operator

$\alpha \mapsto m/r \alpha^2 - m(r \cdot \alpha) \vec{r}$, in general, total I is

$$\alpha \mapsto \sum (m/r \alpha^2 - m(r \cdot \alpha) \vec{r})$$

bits of α
 on $\vec{r}$

This is a linear map $V \rightarrow V$

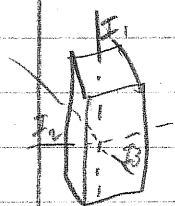
$$\text{End}(V) \cong V \otimes V^*$$

so I is a (1) tensor $\in V \otimes V^*$

DEF If L is a linear map $V \rightarrow V$, an eigenvector is a $v \in V$, $v \neq 0$, s.t. $L(v) = \lambda v$, for some $\lambda \in K$, λ is the eigenvalue

DEF Principal axes of an object are lines spanned by symmetry

axes of symmetry are principal directions



$$I_1 < I_2 < I_3$$

↑
unstable

$$L = I \omega = (I_1 \omega_1) \quad K = \frac{1}{2} (I \omega) \cdot \omega$$

$$2K = I_1 \omega_1^2 + I_2 \omega_2^2 + I_3 \omega_3^2$$

$$I_1 \omega_1^2 = (I_1 - I_2) I_2 \omega_2^2 + (I_1 - I_3) I_3 \omega_3^2 \quad \text{conserved}$$

$$\omega_1 \approx 0$$

$$\omega_2 \approx 0$$

$$\omega_3 \approx 0$$

so whole spins about 0, conserved

$$\omega_1 \approx 0$$

$$\omega_2 \approx 0$$

$$\omega_3 \approx 0$$

whole spins $(I_3 - I_2) I_2 \omega_2^2 + (I_3 - I_1) I_1 \omega_1^2$
stays around 0

$$\omega_1 \approx 0$$

$$\omega_2 \approx 0$$

$$\omega_3 \approx 0$$

$$(I_1 - I_2) I_2 \omega_2^2 + (I_2 - I_3) I_3 \omega_3^2$$

Extreme division by 0 in probability

Statements, combine with logical symbols

$P(A) \in \mathbb{R}$, and P satisfies the following

~~Kolmogorov's axioms~~

- $\forall A, P(A) \geq 0$

- if A is a tautology, $P(A) = 1$

- if $A \cap B$ is a contradiction, $P(A) + P(B) = P(A \cup B)$

Subjective probability: For some rational agent, $P(A)$ = degree of belief this person has in A

The amount the agent would be willing to pay for a bet that pays \$1 if A is true, and nothing otherwise

Dutch book theorem:

THM If an agent's prices for bets are given by P , then $P(x)$ satisfying Kolmogorov's axioms or there is a set of bets, each of which the agent is guaranteed to accept, which will ~~after~~ cause loss

If $A_i \cap A_j$ is a contradiction $\forall i, j (i \neq j)$, then $P(\text{each of } A_i) = \sum_{i=1}^n P(A_i)$

Conditional Probability:

$P(A), P(B), P(A|B)$ is $P(A \text{ given } B)$ is how strongly you would believe A if you know B . Same as a conditional bet: I'll bet this on A ~~winning~~, only if A if not B , 0

$$P(A) \begin{cases} A: P(A) \\ \neg A: P(\neg A) \end{cases}$$

$$P(A|B) = \frac{P(A \cap B)}{P(B)} \quad \text{undefined for } P(B)=0$$

$$P(A|B) \begin{cases} B: 0 \\ B \cap A: P(A|B) \\ B \cap \neg A: P(\neg A|B) \end{cases}$$

part B and



$$P(\text{hit in area } R) = \frac{\text{Area } R}{\text{Area } S}$$

A	hit	miss
B		

$$P(B) \cdot P(A|B) = P(A \cap B)$$

$$P(A|B) = \frac{1}{2}$$

$$P(A|B) = \lim_{n \rightarrow \infty} P(A|B_n)$$

If A is fixed, if B is limit of B_n 's then $P(A|B)$ and $P(A|B_n)$ (my doesn't work)

Look at it as not a well defined event, ^{one way} look at it as defined differently for each limit.

Use 6 axioms:

1. Define $P(A|B)$ on pairs A, B

$$1. P(A|A) = P(B|B)$$

$$2. \text{if } P(A|C) = P(B|C) \forall C \text{ then } P(A|A) = P(B|B) \forall D$$

$$3. P(A \& B|C) = P(A|C)$$

$$4. P(A \& B|C) \leq P(A|C)$$

$$5. P(A|B \& C) P(B|C) = P(A \& B|C)$$

$$6. P(A|C) + P(-A|C) = P(C|C)$$

This assumes for any pair A, B , $\exists! P(A|B)$

Def + bound: $P(A|I_i) = 1/2$

Countability: If E_i 's form a partition (exclusive probability), and probability of E_i is in interval $x \leq x_i \leq y$, then the total probability is sure, interval is in sure range

Look at sphere, surface area 1

Pick a point at random

$P(A|B)$ depends on how you divide it probabilities

$$P(A|B) = \int_B f(x) d\mu$$



E_i = line of latitude of i°

E_i is partition, dropping along

$$P(A|E_i) = P(A|E_j)$$

$$P(A) \approx \frac{2\sqrt{3}}{4} \approx \frac{1}{6}$$

$$P(A|E_i) = \frac{2\sqrt{3}}{4}$$

N-category theory

maximally! Nothing exists in a vacuum,

Everything should be studied taking into account its relation to other things.

DEF: A category consists of things called objects and the relationships

egs:

1) objects relationships
people relationships

2) cities possible trips

3) real numbers $a \leq b$

4) Let X be a set
Let $objects \subseteq X$ $A \subseteq B$

4a) objects, morphisms $A \subseteq B$
in X (topological space)

5) points in a space distance

6) sets functions
 $f: X \rightarrow Y$

DEF: A category is enriched in $______$ if $\forall x, y$, the collection of morphisms from x to y is a $______$.

DEF: An n -category is a category enriched over $n-1$ categories

A 0-category is a category w/ only identity morphisms

1-category: a category w/ morphisms between objects

2-category: a category with 0-objects (objects), 1-cells (objects of a category, that is a relation between objects) and 2-cells (morphisms between 1-cells)

Bayesian Statistics

Example: Suppose 20 people get assigned jobs and worst job requires 6 people and all 4 minority workers get assigned to this job.

Statistician says:

$H_0 = \text{by chance}$ $H_1 = \text{not by chance}$

compute $P(\text{data} | H_0)$ If sufficiently small, we reject H_0

$$P(\text{data} | H_0) = \binom{16}{2} / \binom{20}{6} = \frac{1}{323} \text{ small: reject } H_0$$

Look at other groups of 4 (ex: last name ends in 1) difference is prior knowledge

Pascal invented probability in mid-1600's

What is probability?

- ① long term frequency of repeatable events
- ② degree of belief (how much are you willing to bet)

Scientist threw coin 12 times, 9H, 3T, is coin biased?

$H_0 = \text{not biased}$

$H_1 = \text{biased}$

If $P(\text{data} | H_0) < \text{cut off}$, then problem
[1%, 5%, 10%]

\$ coin thrown n times, k heads,

random variable (assumes

Define probability function $P(k)$ is (certain values w/ certain probabilities)

$P(100 \text{ # of heads})$

if coin comes up heads with prob f ,

$$P(k) = f^k (1-f)^{n-k} \binom{n}{k}$$

in our case, compute probability of dish or worse is
 $\binom{11}{0} f^0 (1-f)^{12} + \binom{12}{1} f^1 (1-f)^{11} + \binom{12}{2} f^2 (1-f)^{10} \approx 27\%$

$P(1) = \text{prob it takes } n \text{ throws to get 3 tails}$

$$P(n) = \binom{n-1}{2} \left(\frac{1}{2}\right)^{n-1} \cdot \frac{1}{2} = \binom{n-1}{2} \cdot \frac{1}{2^n}$$

$$P(n \geq 14 | H_0) = \sum_{n=14}^{\infty} \binom{n-1}{2} \frac{1}{2^n} \approx .03, 3\%$$

Type 1 error: when you reject H_0 when H_0 is true

Type 2 error: when you don't reject H_0 when H_1 is true

For a given test, you want probability of type 1 error and type 2 error

$$P(\text{type 1}) = \alpha \text{ (t.o.f.f.)}$$

$P(\text{type 2})$ - uncomputable by this type of experiment

Bayes' Rule (derivation)

$$P(A \text{ and } B) = P(A) \cdot P(B|A) = P(B) \cdot P(A|B)$$

$$P(A|B) = \frac{P(B|A) \cdot P(A)}{P(B)}$$

H = hypothesis, D = data

$$P(H|D) = \frac{P(D|H)P(H)}{P(D)} \leftarrow \text{prior probability of } H$$

posterior probability

evidence

likelihood of data given H

$$P(H|D) \propto P(D|H)P(H)$$

eg X is a rare disease w/ frequency is 1%

We have a test for X w/ error rate 15%

False positives. Probability where you test negative

when you have it = 0%

You take screening test, test positive

$$P(\text{sym} | \text{positive}) = \frac{P(+ | \text{sym}) P(\text{sym})}{P(+)}$$

$$P(\text{not sym} | \text{+}) = \frac{P(+ | \text{not sym}) P(\text{not sym})}{P(+)}$$

odds:

$$\frac{P(+ | \text{sym}) P(\text{sym})}{P(+ | \text{not sym}) P(\text{not sym})}$$

ratio of probabilities

$$\frac{1 \cdot 01}{.05 \cdot 99} = 20.1 \frac{1}{99} = \frac{20}{99} \approx \frac{1}{5} \quad P(\text{sym}) = \frac{1}{6}$$

suppose freq. blood type O is 60%, Blood type AB is 10%.

2 blood samples are found from the victim
 1 is O, 1 is AB

Mr. Smith is a suspect w/ b + O. How much does the data implicate him?
 We want $\frac{P(\text{guilt} | \text{Data})}{P(\text{guilt})}$

$$\frac{P(g | d)}{P(d)} = \frac{P(d | g) \cdot P(g)}{P(d)} = \frac{P(d | g)}{P(d)} = \frac{.1}{2 \cdot .6 \cdot .1} = \frac{1}{.12} = \frac{1}{.12} = \frac{5}{6}$$

Coin thrown n times, k heads
 what is $P(\text{biased})$?

What is $P(\text{fair})$ & a fair heads 50% ? $P(H) = f$
 $P(T) = 1 - f$

What is $P(\text{heads})$ if thrown again, it will be heads

For bin, uniform prior $\propto f$.

$P(f)$ is a density function for continuous random f

$$P(A \leq f \leq B) = \int_A^B P(f) df$$

$$P(f | R) = \frac{P(R | f) P(f)}{P(R)} \propto P(R | f) P(f)$$

$$P(f) = \int_0^1 P(e | f) P(f) = \binom{n}{k} f^k (1-f)^{n-k}$$

$$\int_0^1 f^k (1-f)^{n-k} df = \frac{k! (n-k)!}{(n+1)!}$$

$$Z(a,b) = \frac{a!b!}{(a+b+1)!}$$

$$\int_0^1 f^a (1-f)^b df = \frac{a!b!}{(a+b+1)!}$$

So before is $\binom{n}{k} \frac{k!(n-k)!}{(n+1)!} = \frac{1}{n+1}$

$$P(f|k) = (n+1) \binom{n}{k} f^k (1-f)^{n-k} = Z(k, n-k) f^k (1-f)^{n-k}$$

$$\frac{R}{n \cdot n} = \frac{f}{1-f} \quad \text{so } f = \frac{k}{n}$$

We don't want to match, we want to ~~get~~ ^{get} ~~large~~ ^{expected} mem

$$\int f P(f|k) df = \frac{1}{Z(n-k)} \int f^{n+1} (1-f)^{n-k} df =$$

$$\frac{Z(k+1, n-k)}{Z(n-k)} = \frac{(k+1)!(n-k)!}{(n+1)!} \cdot \frac{(n+1)!}{k!(n-k)!} = \frac{k+1}{n+1}$$

$$\boxed{\frac{k+1}{n+1}}$$

Throw a coin n times, get k heads

Hypothesis: f ; $P(H) = f$

$P(f) = 1$ (uniform distribution on $[0,1]$)

$$P(f|D) = \frac{\binom{n}{k} f^k (1-f)^{n-k}}{\binom{n}{k} Z(k, n-k)} \leftarrow \text{Beta}$$

DEF: $\text{Beta}[a,b](f) = \frac{f^{a-1} (1-f)^{b-1}}{Z(a-1, b-1)}$ Expected value of $\text{Beta}[a,b]$ is $\frac{a}{a+b}$

$\text{Beta}[1,1]$

uniform

prior

What should prior $p(f)$ be?

It's reasonable to take prior to be $\text{Beta}[a, b]$ for some a, b
 if prior is uniform, and you see k H in n tosses,
 posterior is $\text{Beta}[k+1, b+(n-k)]$

prior should be like what you see even before
 conjugate prior is binomial $\binom{n}{k} f^k (1-f)^{n-k}$

What if I got k heads, n tosses

$$P(F|D) = \frac{f^k (1-f)^{n-k}}{Z(k, n-k)}$$

Now throw again, get k' heads, n' tosses

$$\text{Now, prior is } \text{Beta}[k+1, n-k+1](f) = \frac{f^{k+1} (1-f)^{n-k}}{Z(k+1, n-k)}$$

$$P(D|F) = \binom{n'}{k'} f^{k'} (1-f)^{n'-k'}$$

$$P(D) = \int_0^1 P(D|F) P(F) dF = \int_0^1 \binom{n'}{k'} f^{k'} (1-f)^{n'-k'} \frac{f^{k+1} (1-f)^{n-k}}{Z(k+1, n-k)} dF$$

$$P(F|D') = \frac{f^{n+k'} (1-f)^{(n+n')-(k+k')}}{Z(n+k', (n+n')-(k+k'))} = \frac{f^K (1-f)^{N-K}}{Z(K, N-K)}$$

if $N=n+n'$, $K=k+k'$

$$\Gamma(n) = (n-1)!$$

Compare H_0 and H_1 = biased

$$\frac{P(H_1|D)}{P(H_0|D)} = \frac{P(D|H_1) P(H_1)}{P(D|H_0) P(H_0)} \quad \text{let } P(H_1) = P(H_0)$$

$$= \frac{P(D|H_1)}{P(D|H_0)} = .48$$

$$P(D|H_0) = \binom{1}{2}^{250} \binom{250}{140}$$

$$P(D|H_1) = \int_0^1 P(D|H_1, f) P(f) df = \frac{1}{5+1} = \frac{1}{251}$$

Say bias is $\beta[a, a]$

you get $P(D|H_a) = \frac{2^{(n+a-1, n-k+a-1)}}{2^{(a-1, a-1)}}$
 $P(D|H_0) = \left(\frac{1}{2}\right)^{50} \left(\frac{250}{140}\right)$

To make $\frac{P(D|H_a)}{P(D|H_0)}$ max,

$n \approx 55$, ratio is 1.9

Bo Numbers

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

Given $\{1, 2, 3, \dots, N\}$ if we color them with c colors, can we always find an arithmetic progression of length l which is monochromatic

Strategy: There is a number $W(l, c)$ s.t., any coloring of $1, \dots, W(l, c)$ in c colors has a monochromatic AP of length l

Well find lower bound and upper bound

$$W(3, 2) = 9 \quad W(3, 2) = 35$$

$$W(3, 3) = 27$$

$$W(3, 4) = 76$$

Lower bound: $w(l, c)$

color $\{1, 2, \dots, N\}$ randomly w/ c colors

Take k numbers in AP, $P(\text{all same color}) = \frac{1}{c^{k-1}}$

if $\{1, \dots, N\}$ has k AP of length l , then

expected # of monochromatic AP is $\frac{k-1}{c^{l-1}} \approx \frac{N^2}{2lc^{l-1}}$

Gap 1: $1, 2, \dots, l, \dots, N-1, \dots, N$
Gap 2: $N-2(l-1), \dots, N-2(l-1)+1$

$$\text{Total} \approx \frac{N(N-1)}{2} \approx \frac{N^2}{2l} \text{ A.P.'s of length } l$$

If $\frac{N^2}{2lc^{l-1}} < 1$, can't guarantee a monochromatic AP

$$N < 2lc^{l-1}$$

$$N < \sqrt{2l} c^{\frac{l-1}{2}}$$

$$W(l, c) \geq \sqrt{2l} c^{\frac{l-1}{2}}$$

$$W(3, c)$$

$$W(3, 2) \leq 2^{6.5} + 5.1$$

$$W(9, 3) \leq 2 \times (3^{2 \times (3^7 + 1) \times 7} + 1) \times 2 \times (3^7 + 1) \times 7$$



$2 \cdot 3^7 + 1$ blocks

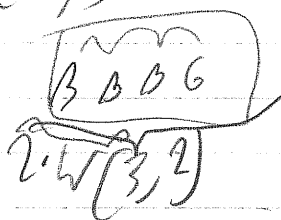
7, 11, 15, 1

$$W(3, 4)$$

for $c = 4$

$$2 \left(c^{2 \left(c^{2 \left(c^{2c+1} + 1 \right) \times (2c+1)} + 1 \right)} 2 \left(c^{2c+1} + 1 \right) (2c+1) + 1 \right)$$

$$W(4, 2) =$$



$$W(9, 2) \leq 2 \times W(3, 2^{2 \cdot W(3, 2)} + 1) \times 2 W(3, 2)$$

Math until you die

Point set Topology

Topological space: A set X with a collection of subsets
+ called open $\emptyset \in \tau, X \in \tau, X \cap Y \in \tau \Rightarrow X \cap Y \in \tau,$
 $\{X_i\} \subset \tau \Rightarrow \bigcup X_i \in \tau$

17-1

A topological space is a set X with a collection of subsets

τ such that $\emptyset \in \tau, X \in \tau, X \cap Y \in \tau \Rightarrow X \cap Y \in \tau,$
 $\{X_i\} \subset \tau \Rightarrow \bigcup X_i \in \tau$

readme

www.haskell.org/tutorial

GHC (compiler)

Types:

$5 :: \text{Integer}$

$'a' :: \text{Char}$

$\text{inc} :: \text{Integer} \rightarrow \text{Integer}$ (inc is a function)

$[1,2,3] :: [\text{Integer}]$

$(1,4) :: (\text{Char}, \text{Integer})$

defining functions:

$\text{inc } n = n + 1$

$\text{inc}(\text{inc } 3)$

$[\text{char}]$

$[a]$

$[1,2,3] = 1 : (2 : (3 : [])) = 1 : 2 : 3 : []$

$\text{length} :: [a] \rightarrow \text{Integer}$

$\text{length } [] = 0$

$\text{length } (x : xs) = 1 + \text{length } xs$ order matches, goes to top first

$\text{head} :: [a] \rightarrow a$

$\text{head } (x : xs) = x$

$\text{tail} :: [a] \rightarrow [a]$

$\text{tail } (x : xs) = xs$

$[y+1 \mid y \leftarrow [1,2,3], y < 2]$

quicksort: $[a] \rightarrow [a]$

quicksort $[] = []$

quicksort $(x:xs) = \text{quicksort } [y \mid y < x, y \in xs] ++ [x] ++ \text{quicksort } [y \mid y > x, y \in xs]$

data Bool = False | True

data Point a = Pt a a

OR
data Point a = Point a a

data Tree a = Leaf a | Branch (Tree a) (Tree a)

Leaf: $a \rightarrow \text{Tree } a$

Branch: $\text{Tree } a \rightarrow \text{Tree } a \rightarrow \text{Tree } a$

Foliage: $\text{Tree } a \rightarrow [a]$

Foliage (Leaf x) = [x]

Foliage (Branch l r) = foliage l ++ foliage r

type String = [Char]

type Assoc a b = [(a, b)]

add: $\text{Integer} \rightarrow \text{Integer} \rightarrow \text{Integer}$

add x y = x + y

inc = add 1

map: $(a \rightarrow b) \rightarrow [a] \rightarrow [b]$

map f [] = []

map f (x:xs) = (f x) : (map f xs)

λ is lambda, written as λ

$$\lambda x \rightarrow x+1$$

$$(+ +) :: [a] \rightarrow [a] \rightarrow [a]$$

$$[] ++ ys = ys$$

$$(x:xs) ++ ys = x:(xs ++ ys)$$

$f \circ g$

$f.g$

$$(.) :: (b \rightarrow c) \rightarrow (a \rightarrow b) \rightarrow (a \rightarrow c)$$

$$f.g = \lambda x \rightarrow f(g x)$$

$$(x+) = \lambda y \rightarrow x+y$$

$x+y$ is x 'add' y

$\text{bot} = \text{bot} \quad \perp$ (bottom)

f is strict if $f \text{ bot}$ is bot

$\text{const } x = \lambda _ \rightarrow x$

$x = \text{V}0$ means define x to be 0

$\text{ones} = [1, \text{ones}]$

f a list of ones is $[1, 1, 1, 1, \dots]$

$\text{nums from } n = n! : \text{numsfrom}(n+1)$
 $\text{Squares} = \text{map} (^2) (\text{nums from } 0)$

$\text{zip } (x:xs) (y:ys) = (x,y) : \text{zip } xs \ ys$
 $\text{zip } xs \ ys = []$

$\text{fib } 1 : 1 : [a+b \mid (a,b) \leftarrow \text{zip fib (tail fib)}]$

$x \text{ 'elem' } [] = \text{False}$

$x \text{ 'elem' } (y:ys) = x == y \mid\mid (x \text{ 'elem' } ys)$

$\text{let } y = a * b$

$\text{let } fx = (x+y)/y$

$\text{in } f \text{ (} ++ d \text{)}$

Type Classes

class Eq a where

$(==) :: a \rightarrow a \rightarrow \text{Bool}$

$\text{instance Eq Integer where}$

$x == y = x \text{ 'Integer Eq' } y$

$\text{instance Eq a } \Rightarrow \text{ (Tree a)}$
 $\text{leaf } x == \text{leaf } y = x == y$

$/=$ is not equal

IO!

$\text{getChar} :: \text{Char}$

$\text{get} :: \text{IO Char}$

$\text{put} :: \text{Char} \rightarrow \text{IO Char}$

ready !! IO Bool

ready = do c <- getChar

^{putChar c}
return(c == 'y')

class Monad m where

($\gg$ =) $m \rightarrow (a \rightarrow m b) \rightarrow m b$

return :: $a \rightarrow m a$

Circuits over Sets of Natural Numbers & PCP

2 char Lang, 2 char/expression

$$\begin{bmatrix} 10 \\ 10 \end{bmatrix} = 3939 \quad \begin{bmatrix} ab \\ cd \end{bmatrix} = abcd$$

$$\text{Cards} = \{abcd \mid \begin{bmatrix} a & b \\ c & d \end{bmatrix} \text{ is a valid card}\}$$

required: $\forall a_1 b_1 c_1 d_1, a_2 b_2 c_2 d_2 \in \text{Cards}, a_1 b_1 c_1 d_1 + a_2 b_2 c_2 d_2$ is not a card

~~Int~~ Val_{1,2} = {n | all digits of n in base 3 are either 0 or 1}

For k-sum of cards, $\left(\sum_{i=1}^k \text{cards}_i \right) \times \text{powers} \wedge \sum_{i=1}^k (\text{powers}_i \times \text{cards}_i)$ is legal config

For good to length $\frac{k}{2}$, and $\frac{k}{2} \leq \text{length expression}$

$$\text{if } \left(\sum_{i=0}^{b-1} (\text{multiples}(b) + i) \right) \cdot a \pmod{5^k} = (num \pmod{5}) = num \pmod{5^k}$$

$$a \pmod{b} = \sum_{i=0}^{b-1} (\text{multiples}(b) + i) \cdot a, a, 0$$

Congruent to a mod b in S: $(N \times \{b\} + \{a\}) \cap S$

$$S \pmod{a} = \bigcup_{i=0}^{a-1} ((\text{Congruent to } i \pmod{a} \text{ in } S) \times \{0\} + \{i\})$$

Fibonacci & Phyllotaxis - leaf arrangements

$$\begin{array}{r} n \\ f_n \\ l_n \end{array} \begin{array}{cccccccc} 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \\ 0 & 1 & 1 & 2 & 3 & 5 & 8 & 13 \\ 2 & 1 & 3 & 4 & 7 & 11 & 18 & 29 \end{array}$$

if $x^2 = 1 + x$, then $1, x, x^2, x^3, x^4, \dots$ solves $a_{n+2} = a_n + a_{n+1}$

$$x = \frac{1 + \sqrt{5}}{2} \quad \sigma = \frac{1 - \sqrt{5}}{2}$$

$$\begin{array}{r} 1 \quad 1 \quad \sigma \quad \sigma^2 \quad \sigma^3 \\ -1 \quad 1 \quad \sigma \quad \sigma^2 \quad \sigma^3 \\ \hline \sqrt{5} \quad 0 \quad 1 \quad 1 \quad \dots \end{array}$$

$$\text{so } \frac{x^n - \sigma^n}{x - \sigma} = \frac{x^n - \sigma^n}{\sqrt{5}}$$

$$\begin{array}{r} 1 \quad 1 \quad \sigma \quad \sigma^2 \quad \sigma^3 \\ +1 \quad 1 \quad \sigma \quad \sigma^2 \quad \sigma^3 \\ \hline 2 \quad 1 \quad 3 \quad 4 \quad \dots \end{array}$$

$$\begin{aligned} x^n - \sigma^n &= \sqrt{5} f_n \\ x^n + \sigma^n &= l_n \end{aligned}$$

$$\text{if } x = e^{i\theta} \quad \sigma = e^{-i\theta} \quad \begin{aligned} x^n - \sigma^n &= 2i \sin n\theta \\ x^n + \sigma^n &= 2 \cos n\theta \end{aligned}$$

f_n, l_n satisfy trig-like identities

$$\sin^2 \theta + \cos^2 \theta = 1 \quad l_n^2 - 5f_n^2 = 4(-1)^n$$

$$2 \sin n\theta \cos \theta = \sin 2\theta \quad \sqrt{5} f_n l_n = \frac{x^{2n} - \sigma^{2n}}{\sqrt{5}}$$

$$f_n l_n = f_{2n}$$

(mod p)

$$\begin{aligned} f_{p-1} &\equiv 0 \\ f_{p+1} &\equiv 0 \\ f_p &\equiv 0 \end{aligned}$$

$$\begin{aligned} \text{if } p &\equiv \pm 1 (5) \\ \text{if } p &\equiv \pm 2 (5) \\ \text{if } p &\equiv 0 (5) \end{aligned}$$

Extra - fib series

fib	0	1	1	2	3	5	8	13	21	34	55	89	144	233	377	610	987	1597	2584	4181	6765	10946	17711	28657	46368	75025	121393	196418	317811	514229	832040	1346269	2178309	3542248	5720557	9269906	14989504	24214601	39204909	63498514	102707023	166410056	269156079	435566135	704722214	1139888349	1844606484	2984514833	4829126317	7813636156	12642761473	20456397629	33199159102	53645956581	86845115683	140491072285	227336187868	367827260553	595163448421	962989629974	1558152878395	2521142508369	4079305387364	6599447895733	10670753283102	17269901181446	28040654464550	45310555646000	73351065821551	118661621672451	192012677415701	310674298087252	502686879702953	813351577788654	1315568004791105	2128919842600857	3444487847391962	5573407690002819	9018426537394781	14591934127400640	23610360664793429	38208389092194149	61819349719594878	100029714611787627	161840959022642505	261815576634630383	423656535657272888	685472494680015493	1107768016707288381	1803051364614958274	2910819381322243665	4713870745937232039	7624690107259480114	12338561853196712153	20063251960456192271	32401813813652904385	52465065774149096656	84866879587801298937	137268047359950405622	222134916947801704559	359402964537752103491	581537881485553808050	940940846423355911541	1522478828010108019591	2463419719488661930140	3985898547498769949731	6449318266986877979871	10432717814485447929612	16882036081474217909553	27314753896460665889384	44196790078344883798935	71509825969805501708529	115696574068166181607464	187206394847971683406403	302905968916137865013897	489112362764099548421300	791018327681265731435197	1280130690445365380056597	2071149018126635111491900	3351279708571999891527497	5422428726698635001519397	8773677744824634813011300	14245106471521629814530697	23018784216346264627550000	37263901187867904441569397	60282685404214169061580397	97546586592082073476140394	157829271996296242537720791	255375858498360416013861185	413205130494556658551582076	668580988492856800569343267	1081786119989117016683225243	1750367108481973825252606510	2832153228471090841835827753	4582519336953064667088434263	7414672565434155482341041016	12000191802387219149429475279	19414864367820374631770516342	31415056170207593781200001621	50829920538027968413070517963	82244976708235562594270519584	133074897246263531007341037547	215324873954499093591611557131	348399871162762624608952576678	563724745117261718190563773809	912124616280024342792516350487	1475849361437286060983080124366	2387974077717307773975596498253	3863823439154593834168616622840	6251802506871900605151712821103	10115625946026494439127329443953	16367428452898395044279042265056	26483054398924889483406371709009	42850482851823383522535391174062	69337937240748272961814432883071	112188420092571656484350824057083	181526357333319929446165256940154	293714777425891585930516080997237	475241134759211505414681337937391	766955812184991435344846624927528	1242196946944202940759527962864919	2008152760129194376104374587792447	3250349707073396316863902550657366	5258502467202590692968277138450813	8508852174275987009832180689108180	13759354641478577702800457827558993	22267956815754567402632635966660103	36027309057233554411433113793769096	58295265872988121814065749760429200	93562574930221676215698863554198293	151857840803209808029764613314627493	245420415733430929845463473074826786	397278256536640737865238086389454279	642700672269971667710701559464281065	1039978928806612405575939645
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Angel & Devil ~~Part~~ Game
played on infinite checkerboard between
an angel of power n and the devil

Complex Numbers

$\mathbb{R}$ are a "field" $\pm$ we have $+$, $\cdot$, $-$, $\div$, and they "behave well"

There are things we cannot do:

Solve $x^2 + 1 = 0$

Make up a new number: i

declare $i^2 = -1$

Pretend four operations still behave well

Must accept all expressions of form $a+bi$, ($a, b \in \mathbb{R}$)

This set is the set of complex numbers $\mathbb{C}$

$\bar{z} = a-bi$ if $z = a+bi$

Thm: Fundamental Thm of Algebra:

Every polynomial has solutions in $\mathbb{C}$

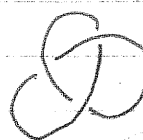
$f(x) = e^{ax}$ is the solution to $f'(x) = af(x)$ for some const. a
and $f(0) = 1$

$g(x) = \cos x + i \sin x$ $g'(x) = -\sin x + i \cos x = ig(x)$
 $g(0) = 1$

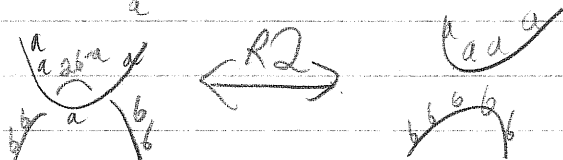
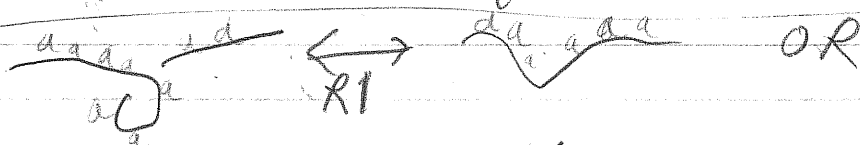
(Tangles, Bangles, &) Knots

A knot is a map $f: [0, 1] \rightarrow \mathbb{R}^3$ s.t.
 $f(a) = f(b)$ iff $a \equiv b \pmod{1}$

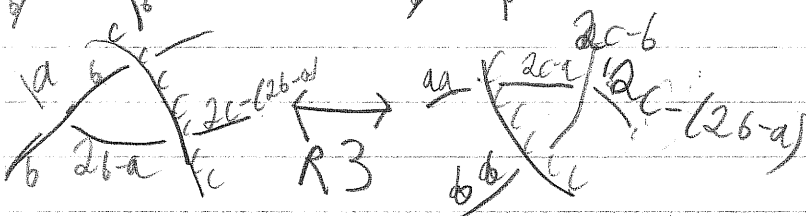
 unknot

 trefoil

one way to fix Make knot equivalent to torus.

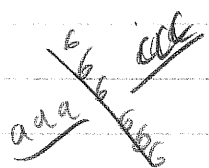


use only R_1, R_2, R_3

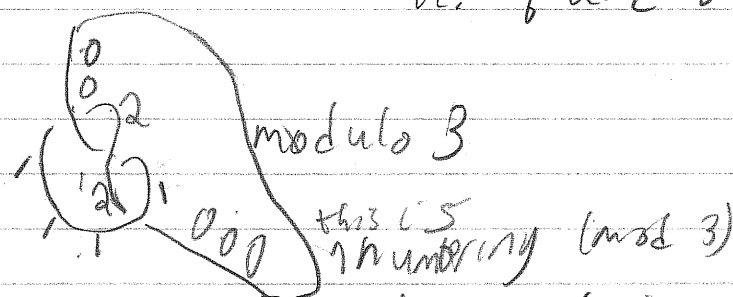


Knot (k)numbering

where you can see string, cannot change



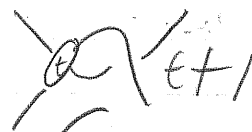
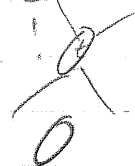
at each crossing, a, b, c are an arithmetic progression
 i.e. $b - a = c - b \Leftrightarrow c = 2b - a$



Thm the number of (k)numberings (with any system of numbers) never changes when you do a Reidemeister(?) move

A tangle is a "knot" with four ends

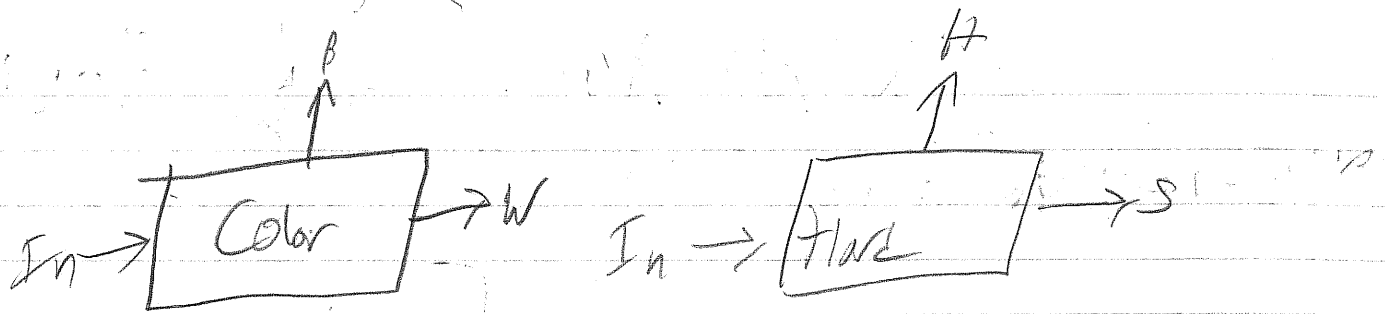
$0 \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow$



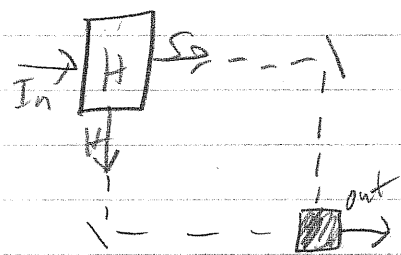
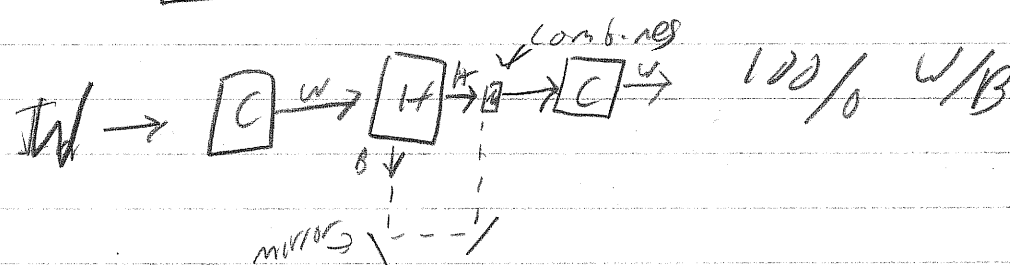
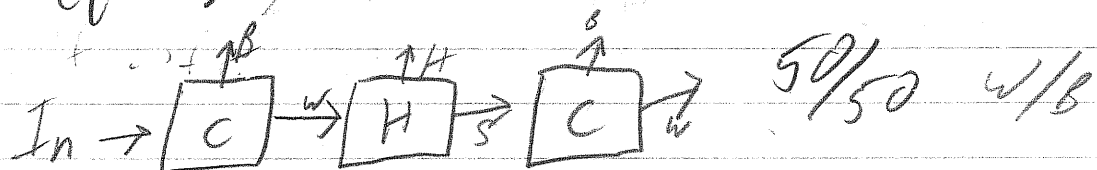
-0

W (Quantum Mechanics)

Pad Thai with Electrons



electrons are either Black or white, soft or hard
 repeatable: if same property is measured multiple times
 & equally distributed: ~~independent~~ independent



$$\begin{aligned}
 &A_k: \{n\} \mapsto \{a \mid a+k \in S\} \quad P_k: S \mapsto \{n \mid n+k \in S\} \quad B: S \mapsto \{a \mid \forall b \in S, a \geq b, a \in S\} \\
 &F_k: \{n\} \mapsto \left\lfloor \frac{n}{k} \right\rfloor \quad C_k: \{n\} \mapsto \left\lceil \frac{n}{k} \right\rceil \quad D: S \mapsto \{n \mid \exists a, b \in S \text{ s.t. } a \leq n \leq b\} \quad \text{Fill} \\
 &E: S \mapsto \{n \mid \exists a_0, a_1, \dots, a_{n-1} \in S \text{ s.t. } \forall 0 \leq i < n, a_{i+1} < a_i\} \quad G: \text{max } E
 \end{aligned}$$

$$P_k \Rightarrow A_k \quad F_k \Leftrightarrow C_k \quad D, A_k \Rightarrow B \quad E, B \Rightarrow G \quad G \Rightarrow E$$

$$\text{Fill} \xRightarrow{R} \text{Max}$$

$$A_k \xrightarrow{R} B_k$$

$$B$$

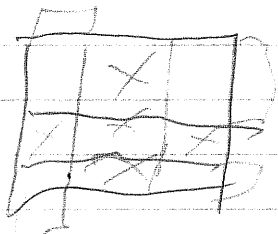
$$F_k \xrightarrow{R} C_k$$

$$D$$

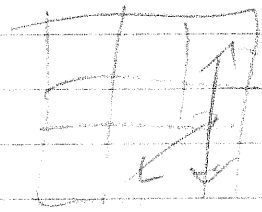
5 x 5 x 5

$$r^2 B^2 + 7 r^2 B^2 \mu^2 + 4 \mu^2 \mu^2 + 4 \mu^2 \mu^2 + 7 \mu^2 \mu^2 + 7 \mu^2 \mu^2$$

[Handwritten signature]



L U' R' U L' U R U R' U R



$$(r^{-1}ur^{-1})u^{-1}r^{-1}u^{-1}(r^{-1}ur^{-1})(ur^2)$$

$$\text{RemoveK}_{\text{smallest}}(S, k) = S \setminus \{K\text{-Min}(S, k)\}$$

$$K\text{-fill}(S) =$$

$$K\text{-Min}(S, k) = S \setminus (S + \text{GTEQ}(\{R\}))$$

W_{anti} # of elements

$$\text{given } \{n\} \mapsto \{n-1\}$$

$$\text{LTFQ}(R) \cup \{k\} = \text{LTEQ}(\{n\}) \setminus \text{LTEQ}(\{k\})$$

$$\{a \mid a \equiv 0 \pmod{4}, a \leq n\}$$

new li

$$\{n\} \mapsto \{n-2\}$$

$$\{0, 2, 4, 8, \dots, 32\}$$

$$\{0, 2, 4, 8, \dots, 64\}$$

$$\{34, 38, \dots, 66\}$$

$$\{0, 4, 8, \dots, 64\}$$

$$\{n\} \mapsto \{\lfloor \frac{n}{2} \rfloor\}$$

$$\{n\} \mapsto \{\lfloor \frac{n}{2} \rfloor\}$$

$$S \mapsto \max S$$

$$\rightarrow \{n \mid \exists a \in S \text{ s.t. } n = a-1\}$$

$$\rightarrow \{n\} \mapsto \{n-1\}$$

$$\{p\} \times \mathbb{N} \cup \{1\} \times \mathbb{N}$$

$$\text{Primes} \cap \overline{\{p\}}$$

$$\text{fly } a$$

$$\text{buy } b$$

$$\frac{a}{b}$$

$$\frac{2a+a}{2b}$$

$$\frac{\frac{9}{2}a+a}{3b}$$

$$\frac{\frac{22}{3}a+a}{4b}$$

Jason

$$S \bmod n = \bigcup_{i=0}^{n-1} ([\{n\}^* N + \{i\}] \cap S) \times \{0\} + \{i\}$$

$$\Rightarrow \{n \mid \exists a, b, c \in S \text{ s.t. } a \leq b \leq c \text{ and } a \leq n \leq c \text{ and } |n - b| \leq k\}$$

$\{n\} \cap$

$$\{2n-k\} = \{LT(\{n\}) \cap \text{EVEN}\} + \{LT(\{n\})\}$$

Regular Expressions

$$\frac{LTEQ(S + \{k\})}{(S + \{k\}) + N}$$

$\cup$ $\cap$ $*$ Kleene Star

$$(01)^* = \{\epsilon, 01, 0101, \dots\}$$

$$S + \{0,1\} \quad LTEQ(S)$$

8	1	2
7	0	3
6	5	4

n even

$$n \mapsto \{0, 2, 4, \dots, n-2\}$$

$$\{1, 3, 5, 7, \dots, n-3, n-1, \dots\}$$

$$\{0, 1, 2, \dots, n-3\}$$

$$\{1, 3, \dots, n-1\}$$

$$\{1, 3, 5, \dots, 2n-3\}$$

$$+ \{0, 1, 2, \dots, 2n-3\} \rightsquigarrow \{2n-2\}$$

$$2n-1$$

$$2n-2 \text{ (n even or odd)} \checkmark$$

$$2n-k, \text{ any fixed } k < n$$

or if k is related to n

(know what n is mod k)

$$\text{pred}(\{n\}) = \begin{cases} \text{1-Fill}(\text{LT}(\{n\}) \cap \text{Evens}) \end{cases}$$

never

$$\{0, 1, 2, \dots, n-1\}$$

$$\{0, 2, 4, \dots, n-2\}$$

$$\{0, 1, 2, 3, 4, \dots, n-2\}$$

$$\{n-1, n, n+1, \dots\}$$

$$\{n-1\}$$

Symmetry of Flexible Molecules

Def: chemically a chiral mens can change into mirror image
Chemically chiral (not change into mirror image)

useful to know if a molecule will be chiral before being
manufactured

The Mysterious Numbers of Professor Hansel

$$312 = 3 \cdot 10^2 + 1 \cdot 10 + 2 \cdot 1$$

$$X = 10q_0 + r_0 \quad 10 > r_0 \geq 0, r_0 \in \mathbb{Z}$$

$$q_0 = 10q_1 + r_1$$

$$-1 = X = \dots 9999$$

$$X = 10 \cdot q_0 + r_0 \leq 9$$

$$-15 = \dots 9985$$

$$\frac{1}{3} =$$

$$\dots 66666667$$

$$\frac{1}{3} = 10q_0 + r_0 \quad \frac{2}{3}$$

$$\frac{1}{3} r_0 = 10q_0$$

$$\frac{1 - 3r_0}{3} = 10q_0$$

$$\frac{1}{2} = 10q_0 + r_0$$

$$\frac{1}{2} = \frac{1}{10} \cdot 5 = 0.5$$

$$\frac{1}{6} = \frac{1}{10} \left(\frac{3}{5} \right) = \frac{1}{10} (3335) = \dots 3333.5$$

$$\mathbb{Q}_{10} \leftarrow 10\text{-adics}$$

all things that can be written like this

$$\sqrt[3]{11} = \dots 2771$$

$$11 = (10q_0 + r_0)^3$$

$$1^3 = 1$$

$$71^3 = 357911$$

$$771^3 = \dots 011$$

$$2771^3 = \dots 0011$$

$$x^2 = X$$

$$5_{16}$$

$$5^2 = 25$$

$$25^2 = 625$$

$$625^2 = 390625$$

$$e =$$

$$0625$$

$$\left(\left((5^2)^2 \right)^2 \right)^2 \dots = 5^{2^{2^{2^2 \dots}}}$$

$$e \neq 0, 1 \quad e^2 = e \quad (1-e)^2 = 1-e = f \quad ef = 0 \quad e+f = 1$$

$$e+f=1 \quad x+y=10^9 \quad x \text{ and } y \text{ are "close"}$$

$$xe+xf=x$$

$$e^n+f^n=1^n$$

$$R \supset Q_n \supset Q_p$$

What is A Tensor?

Quick, dirty, and wrong definition

A rank R (≥ 0) tensor in n dimensions is an $\underbrace{n \times n \times \dots \times n}_R$ array of $\mathbb{R}$

$$R=1 \quad k=2$$

$$\begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix} \quad \begin{pmatrix} x_{11} & \dots & x_{1n} \\ \vdots & & \vdots \\ x_{n1} & \dots & x_{nn} \end{pmatrix} \quad \begin{pmatrix} v_1 \\ \vdots \\ v_n \end{pmatrix} \quad (w_1, \dots, w_n)$$

Re-def^{#1}: A_n (s)-tensor in n -dim is an $\underbrace{n \times \dots \times n}_s$ array of $\mathbb{R}$
~~vertical~~ ~~horizontal~~

$$\begin{pmatrix} 1 \\ 0 \end{pmatrix} \quad \begin{pmatrix} 0 \\ 1 \end{pmatrix} \quad \begin{pmatrix} 1 \\ 0 \end{pmatrix} \quad \begin{pmatrix} 1 \\ 1 \end{pmatrix} \quad \begin{pmatrix} 2 \\ 2 \end{pmatrix}$$

$$\begin{pmatrix} \text{---} \end{pmatrix} \quad \begin{pmatrix} | \end{pmatrix} \quad \begin{pmatrix} \nabla \end{pmatrix} \quad \begin{pmatrix} \square \end{pmatrix} \quad \begin{pmatrix} \diamond \end{pmatrix}$$

addition is point-wise ~~addition~~

(s)-tensors form a ~~vector space~~

Let V be an n -dim vector space

If $\vec{e}_1, \dots, \vec{e}_n$ basis, $\vec{v} = \sum v^a \vec{e}_a \rightsquigarrow \begin{pmatrix} v^1 \\ \vdots \\ v^n \end{pmatrix}$ represents $\vec{v}$ in basis $\{\vec{e}_a\}$

can think of vector ~~as~~ as a collection of $\{v^a\}$ of components for each basis
 s.t., $\vec{e}_a \rightarrow f_a$

$$v^a \rightarrow \sum_a A_a^m v^a$$

$$\text{could have } \vec{f}_m = \sum_a B_m^a \vec{e}_a$$

or

$$\{w_a\} \rightsquigarrow \left\{ \sum_a B_m^a w_a \right\}$$

this called covector or
 covariant vector

$$R^{ab} \rightsquigarrow \sum_{a,b} A_a^m A_b^r R^{ab} \quad (2)$$

↑ number

$$S_i^a \rightsquigarrow \sum_{a,b} A_a^m B_r^b S_i^a \quad (1)$$

Physicist's def:

A tensor is a collection of components which transform tensorially

$$T_{ab} \rightsquigarrow \sum_{a,b} B_m^a B_n^b T_{ab}$$

eg: ① $L: V \rightarrow V$

$$L(\vec{e}_a) = \sum_b L_a^b \vec{e}_b$$

↑ forms a (1)-tensor

② inner product $\langle -, - \rangle$

$$g_{ab} = \langle \vec{e}_a, \vec{e}_b \rangle$$

metric tensor

(g_{ab}) is a (2)-tensor which determines inner product

Inertia: (1)-tensor

gravitational field $G_{ab} = T_{ab}$ (2)

$$L = I\omega \quad p = mv$$

Electromagnetic field φ_{ab} (2)-tensor

$$\tau = I\alpha \quad F = ma$$

Summation convention: write $\varphi^a w_a$ to mean $\sum_a \varphi^a w_a$

any covector w gives map

$$\hat{w}: V \rightarrow \mathbb{R} \quad \text{as } v \mapsto w(v)$$

$$\{\text{covectors}\} \xrightarrow{\sim} \text{Hom}(V, \mathbb{R}) = V^* = \text{dual space of } V$$

def: a (1)-tensor is an element of V^*

$$g_{ab} v^a v^b$$

takes $(\vec{v}, \vec{w}) \mapsto g_{ab} v^a w^b$ bilinear

$$\{\binom{0}{2} \text{ tensors} \} \xrightarrow{\sim} \text{Bilin}(V, V; R)$$

$$g_{ab} = \sum (\tilde{e}_a, \tilde{e}_b)$$

Redef: A $\binom{0}{s}$ -tensor is a s -multilinear map $\overbrace{V \times V \times \dots \times V}^s \rightarrow R$

An $\binom{s}{s}$ -tensor is an (r, s) -multilinear map $\overbrace{V^* \times \dots \times V^*}^r \times \overbrace{V \times \dots \times V}^s$

$V \times V \rightarrow \binom{0}{2}$ -tensors universal property

$$(\tilde{v}, \tilde{w}) \mapsto \{v^a w^b\}$$

~~tensor~~

$$V \times V \xrightarrow{\beta} \{\binom{0}{2} \text{ tensors} \} = V \otimes V$$

$\swarrow$ bilinear $\searrow$ linear $\exists!$ linear map
So, β triangle commutes

R -module is vectorspace, but replace R with ^{comm} ring R

Tensor product $M \otimes_R N$ is an R -module $\checkmark$ / that universal property

How to Use Mathematical Models to Study the Mind

events are unique; to learn, the mind must generalize

similarity $S(a,b)$

diff sim
1 20
15 19
16 -1 -4 -5

19
5
3
3
b
ABC

Mira's other Favorite Mathematical Magic Trick

Hall's Marriage Thm:

n guys, n girls each girl has a list of guys lined
 Necessary conditions: all guy will take ~~at least~~ ^{at least} 1 girl
 each girl likes at least 1 guy
 any pair of girls like at least 2 guys
 any k girls like between them at least k guys
 This is sufficient

ex If each girl likes exactly k guys, and each guy is liked by exactly k girls, a match exists.

Encoding instructions:

24 cards total $(c_0, c_1, c_2, c_3, c_4)$

given 5 cards, hide 1, order rest $c_0 < c_1 < c_2 < c_3 < c_4$

1) Add $c_0 + c_1 + c_2 + c_3 + c_4 \pmod{5} = i$ Hide c_i

2) re number cards
 encode $g = h$
 from 0 to 119
 0 1 2 3 4 5 6 7 8
 1 1 1 c_0 1 c_1 1 c_2 1 c_3
 ↑
 say hidden

3) write h as $5q + r$ q from 0 to 23

Decoder's instructions
 3) figure out q ($q = 5$) ex

2) $h = 5q + r$ $r = \text{sum of revealed mod } 5$

1) find i , get $i + h = c_i$

28-17 1, 2, 25, 26
 3 0 white 6 black

25 23

$$(v_1 + r_1)t_1 = 15 \quad 1, 2, 26$$

$$(v_1 - r_1)(t_1 + 1) = 15$$

$$\left(\frac{v_1}{2} + 1\right)t_1 = 15 \quad 1$$

8

6

t_1

$$\left(\frac{v_1}{2} - 1\right)(t_1 + 5) = 15 \quad 3, 17, 21$$

$$v_1 t_1 + r_1 t_1 = 15$$

$$v_1 t_1 - r_1 t_1 = 15$$

$$+ v_1 + r$$

$$2v_1 t_1 + v_1 r$$

$$v_1 = kr$$

$$(k+1)r t_1 = 15$$

$$(k-1)r(t_1+1) = 15$$

$$2v_1 - 2r = v_1 + r$$

$$v_1 - 3r = 0$$

$$v_1 = 3r$$

$$\frac{3}{2}r + r$$

$$t_1 = \frac{15 \cdot 2}{6}$$

$$\frac{5}{2}r t_1 = 15$$

$$\left(\frac{3r-r}{2}\right)(t_1+5) = 15$$

$$\frac{1}{2}r \left(\frac{6}{r}\right) = 15$$