Math 128B, Wed Apr 21

Exam 3: In 12 days, Mon May 3. Covers Chs 20-23, PS07-09.

- Use a laptop or desktop with a large screen so you can read these words clearly.
- In general, please turn off your camera and mute yourself.
- Exception: When we do groupwork, please turn both your camera and mic on. (Groupwork will not be recorded.)
- Please always have the chat window open to ask questions.
- Reading for today: Chs. 22–23.
- ▶ Reading for Wed: Chs. 1, 4, 5, 7, 8, 9, 10. $(S_n, A_n, D_n, C_n \approx \mathbb{Z}_n)$
- PS09 outline due tomorrow night, full version due Mon.
- Problem session Fri Apr 23, 10am-noon. Fri Apr 30: Sample exam
- Second round of music: https://forms.gle/v4Xta3E9u3At9sRV8

Five Facts for Finite Fields

- 1. **Prime power:** The characteristic of a finite field must be a prime p, and its order must be $q = p^e$ for some $e \ge 1$.
- 2. Orders of elements: The multiplicative group of a finite field is cyclic; i.e., if F has q elements, from must contain at least one element of order q 1.
- Magic polynomial: If F is a field of order q, then every α ∈ F is a root of x^q x, or in other words, α^q = α for every α ∈ F. Consequently, x^q x factors as the product of all (x β), where β runs over all elements of F. I.e. F is splitting field of xⁿg-x
- 4. Construction: Every finite field of characteristic p is isomorphic to $\mathbf{F}_{\mathbf{p}}[x]/(m(x))$ for some irreducible polynomial m(x).

5. Classification: For any prime p and $q = p^{e}$ ($e \ge 1$), there exists a field **F** of order q that is unique up to isomorphism. GF(q) Recall:

- * Any non-0 element of a field is a unit
- * Units of any commutative ring form a group
- F* = {all non-0 elements of F}
- = group of units of F (sometimes U(F) in other contexts)
- F* called "multiplicative group of F"

$E_{\Sigma} \cdot GF(II) = \mathbb{Z}_{II}$ $GF(II)^{*} = U(\mathbb{Z}_{II}) = U(II)$ Cyclic order IO

GF(11)* =10 Lagrange order dir 10 So give elt order >5 1,2,5,10 is gen. mod lo 2'=2,2'=4,2'=8,24=5,25=10 Si ord(2)>5 16 mol || = ? ord(2) = 10, 2 prim. $ord(4) = ord(2^2) = \frac{10}{rd(10,2)} = 5$

Ex GF(16)=Z2(2) x4+2+1=0 H a E (G F (16)*), ov A (a) div 15 =) orders are 1,3,5,15 So if or AG125, a prim. (Note: Additively all non-O clis have order 2: $(x^{2}+1)+(x^{2}+1)=0.$

In fact, since GF(16)* is isom to Z_{15}

prim elements in GF(16)* = # of generators of cyclic group Z_{15} = # of integers in 1..14 that are relatively prime to 15 (Gallian Ch 4) = phi(15) (Euler phi function)

= phi(3)phi(5) = 8.

Spose & prim in 6 F/16)* or A(B)=15 F(16) (rd(ps)=15=3 $G=f=(4)=\mathbb{Z}_2(\beta^5)$

Subfields of a finite field

p prime, $e \geq 1$, $q = p^e$.

Theorem

For each divisor d of e, GF(q) has exactly one subfield of order p^d , and those are the only subfields of q.



Why is the majic poly Xt - Xt Ans In GF(q): Every non-zero elta sats a^{ri}=1 (Lagrange) Vato, a root of x1-1-1=0 Vregeral a rud of x(xr-1)=0 $\chi^1 - \chi$

Ruler-and-compass constructions

Suppose we start w/a straightedge, compass, and a unit length:

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I.e., from those starting ingredients, we can:

- 1. Intersect two lines
- 2. Intersect a circle and a line
- 3. Intersect two circles

Q: Which lengths can we construct? I.e., which points can we capture as one of those types of intersections?

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Classical problems include:

- * Can we construct a square with the same area as a given circle?
- * Can you produce a procedure that will trisect *any* angle?

(Note: You can trisect some angles, like 90 degrees, but can you trisect *any* angle?)

Field theory shows that the above operations are impossible

Specifically, you can't construct a square of area pi, and you can't construct an angle of 20 degrees. (!!!!)

Q: Can you get arbitrarily close to trisection? A: Yes, by using the binary digits of 1/3 and angle bisections.

gle (Geogepun)

Constructible fields

Call $\alpha \in \mathbf{R}$ constructible if we can construct a segment of length α . Then

Theorem

The set of constructible numbers F is closed under +, -, \times , and reciprocals; i.e., F is a subfield of **R**.

Proof: Suppose we have a and b constructed. To construct ab:





$\frac{b}{x} = \frac{a}{1}$ $ax = b = x = \frac{b}{a}$



Square root extensions are possible

Theorem

F is closed under taking square roots.

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Only square root extensions are possible

Suppose we follow a sequence of steps $1, \ldots, n$ to construct a given length. Let F_k be the field generated by all lengths constructed up through step k (and $F_0 = \mathbf{Q}$). Because each operation involves taking an intersection of two lines, a line and a circle, or two circles, $F_{k+1} \subseteq F_k(\sqrt{a})$ for some $a \in F_k$. By multiplicativity of degree, we see that:

Theorem

 $[F_n: \mathbf{Q}] = 2^t$ for some $t \ge 0$.

So for any constructible length *a*, considering $\mathbf{Q} \subseteq \mathbf{Q}(a) \subseteq F_n$:

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A specific non-constructible angle

Let $\theta = \frac{2\pi}{18} = 20^{\circ}$. If we can construct θ , we can construct $\alpha = \cos \theta$, and from trig identities, can show that α is a zero of $p(x) = 8x^3 - 6x - 1$. Can show p(x) is irreducible, so $[\mathbf{Q}(\alpha):\mathbf{Q}] = 3$, which means that α is non-constructible.

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Review: Permutations

- In cyclic notation, permutation written as product of cycles:
 (a b c ... z) means a goes to b goes to c goes to...goes to z goes back to a.
- If permutation written as a product of disjoint cycles, order is LCM of cycle lengths.

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Examples: α , β , α^{-1} , $\alpha\beta$, orders.

Review: Even and odd permutations

Recall:

- Every permutation is a product of 2-cycles (maybe not disjoint), in many different ways.
- But for a given α, products are either all an even number of 2-cycles or an odd number of 2-cycles. Always even means α is even, always odd means α is odd.
- Cycles of odd length are even permutations and cycles of even length are odd permutations.

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So a permutation in disjoint cycle form is even iff it has an even number of even cycles.

Examples:

Permutation groups

Definition

 S_n is the group of all permutations on n objects.

 A_n is the subgroup of S_n consisting of all **even** permutations on n objects.

A **permutation group** on *n* objects is a subgroup of S_n .

Definition

To say that a permutation group G on n objects is **transitive** means that for any $a, b \in \{1, ..., n\}$, there is some $\alpha \in G$ such that $\alpha(a) = b$. ("You can always get here from there.")

S_4 , A_4 , D_4 , C_4 , V_4

Types of elements, numbers of elements of each type.

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