

group  $(G)$  - set of objects  
 & a composition law  
 $\circ: G \times G \rightarrow G$

$\{g_1, g_2, \dots\}$   
 4  
 finite or infinite

Obeys axioms  
 associativity

$$g_i \circ (g_j \circ g_k) = (g_i \circ g_j) \circ g_k$$

② identity

there exists  $e \in G$ ,  $e \circ g = g \circ e = g$ , all  $g \in G$

③ inverse

if  $g \in G$ , there exists  $g^{-1} \in G$  s.t.  $g^{-1} \circ g = g \circ g^{-1} = e$

examples

①  $G = \{e\}$        $e \circ e = e$

②  $G = \{1, -1\}$        $0 = *$

$(-1)^{-1} = -1$	$1 \cdot 1 = 1$
$(1)^{-1} = 1$	$1 \cdot (-1) = -1$
	$-1 \cdot 1 = -1$
	$-1 \cdot (-1) = 1$

③  $G = \{0, 1\}$        $0 = + \text{ mod } 2$

$$\begin{aligned} 0+0 &= 0 \\ 1+0 &= 1 \\ 0+1 &= 1 \\ 1+1 &= 2 \end{aligned}$$

②  $\rightarrow$  ③

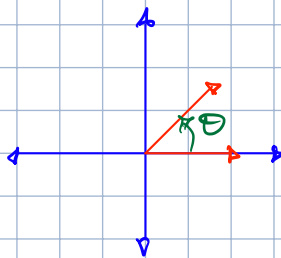
1  $\rightarrow$  0

-1  $\rightarrow$  1

\*  $\rightarrow$  + mod 2

④ Rotations of plane

$$R(\theta) = \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}$$



$G = \text{set of all } R(\theta)$   
 $0 \leq \theta \leq 2\pi$   
 $\circ = \text{matrix multiplication}$

$SO(2, \mathbb{R})$

↑↑ 2x2 matrices    \* 1x elements

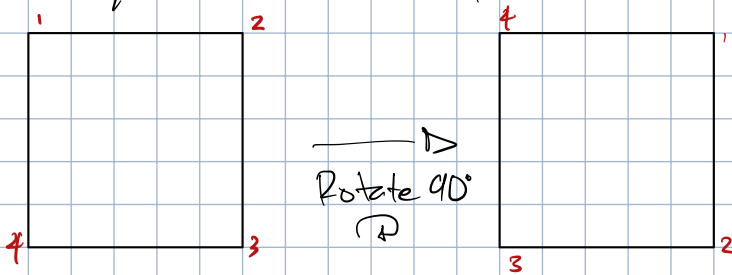
orthogonal  $R^T = R^{-1}$   
 special  $\hat{=} \det(R) = 1$

finite  $G = \{1, -1\} \cong \mathbb{Z}_2$   
 infinite  $SO(2, \mathbb{R}) \cong \mathbb{R}$

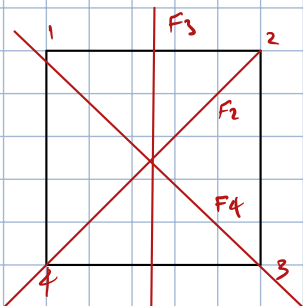
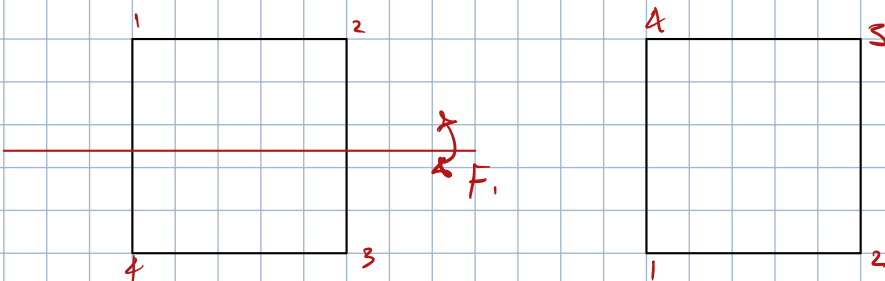
if  $g_i \circ g_j = g_j \circ g_i$  for all  $g_i, g_j \rightarrow$  group  $\rightarrow$  Abelian  
 else  $\rightarrow$  non Abelian

a non abelian - finite group:

group of symmetries of a square



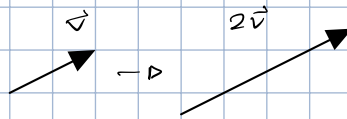
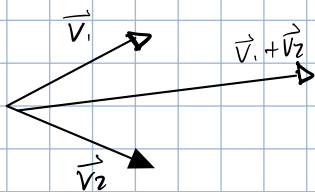
identity  $e$ ,  $R$ ,  $R^2$ ,  $R^3$ ,  $R^4 = e$



$G$  has 4 rotations & 4 flips

$\forall$   $FR \neq RF \rightarrow$  nonabelian

# Vector Space



set of  $V = \{v_1, v_2, \dots\}$

- ① Addition rule  $v_i, v_j \in V, v_i + v_j \in V$
  - ②  $(V, +)$  is an Abelian group
  - ③ For scalar  $\alpha, \beta, \dots \in \mathbb{F}$  (field)  $(\mathbb{R}, \mathbb{C}$  usually)
- objects are vectors & composition is addition*

$$\alpha(v_i + v_j) = \alpha v_i + \alpha v_j$$

$$(\alpha + \beta)v_i = \alpha v_i + \beta v_i$$

$$\alpha(\beta v_i) = \alpha \beta v_i$$

$$\vec{F} = \sum_{i=1}^m \alpha_i \vec{a}_i$$

↑
↑
↑  
 vector    scalar    vector

in QM:

$$|\psi\rangle = \alpha |v_1\rangle + \beta |v_2\rangle$$

↑
↑  
 scalars    vectors

$$\alpha, \beta \in \mathbb{C}$$

# Dirac.

given vector space  $V$ , there is always define a dual vector space of linear functions  $f: V \rightarrow \mathbb{F}$

$$\begin{aligned} \cdot f(v_1 + v_2) &= f(v_1) + f(v_2) \\ \cdot f(\alpha v) &= \alpha f(v) \end{aligned}$$

space of all linear  $f$ 's on  $V$  is dual vector space

$$\begin{aligned} \cdot (f_1 + f_2)(v) &= f_1(v) + f_2(v) \\ \cdot (\alpha f)(v) &= \alpha f(v) \end{aligned}$$

in Physics, almost always have vector spaces w/ an inner product

$$\langle \cdot, \cdot \rangle$$

2 vectors  $\rightarrow$  scalar

axioms of inner products

$$\langle v_1, v_2 + v_3 \rangle = \langle v_1, v_2 \rangle + \langle v_1, v_3 \rangle$$

$$\langle v_1, \alpha v_2 \rangle = \alpha \langle v_1, v_2 \rangle$$

$$\langle v_1, v_2 \rangle = \langle v_2, v_1 \rangle^*$$

$$\langle v_1, v_1 \rangle \geq 0$$

= 0 only if  $v$  is 0 vector

examples

$$V = \mathbb{R}^3$$

$$\langle \vec{v}, \vec{w} \rangle = \vec{v} \cdot \vec{w}$$

if  $v, w \in \mathbb{C}^n$

$$\langle v, w \rangle = \sum v_i^* w_i$$

$v \in V$   $\dagger$  an inner product

$$v \rightarrow \langle v, \cdot \rangle$$

$\uparrow$  put any  $w \in V$  here

$$\xrightarrow{\text{Dirac}} \langle v |$$

$$\langle v, \cdot \rangle(w) = \langle v, w \rangle$$

defines a linear  $f$ :  $V \rightarrow \mathbb{F}$

$$\xrightarrow{\text{Dirac}} \langle v | w \rangle$$

$|v\rangle$  vector  $\rightarrow$   $\langle v|$  dual vector

acts on  $w$  by  $\langle v|w\rangle$

in  $\mathbb{C}^n$  † choose a basis

$$|v\rangle = \begin{pmatrix} v_1 \\ \vdots \\ v_n \end{pmatrix}$$

$$\langle v| = (v_1^* \ v_2^* \ \dots)$$

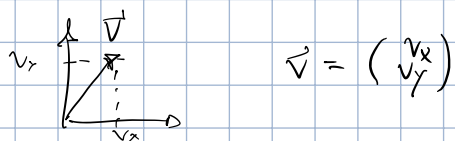
$$\langle v|w\rangle = (v_1^*, v_2^*, \dots) \begin{pmatrix} w_1 \\ \vdots \\ w_n \end{pmatrix} = \sum_i v_i^* w_i$$

if  $|v\rangle \in V$   $\langle v|v\rangle = 1$

$P_v \approx |v\rangle\langle v|$  Hermitian projection operator onto  $|v\rangle$

$$P_v^\dagger = (|v\rangle\langle v|)^\dagger = |v\rangle\langle v|$$

$$P_v^2 = |v\rangle\langle v|v\rangle\langle v| = |v\rangle\langle v|$$



$|i\rangle$  which just are

often choose basis

$|i\rangle$

$\langle i|j\rangle = \delta_{ij}$  components  $\psi_i = \langle i|v\rangle$