

The complex numbers \mathbb{C} are all pairs of real numbers $(a, b) \in \mathbb{R}^2$, endowed with the usual vector addition, as well as a non-obvious multiplication:

$$(a, b) + (c, d) = (a+c, b+d), \quad (a, b)(c, d) = (ac-bd, ad+bc).$$

This defines a field with identity element $1_{\mathbb{C}} = (1, 0)$, and we shall identify any real number a with $(a, 0)$. (This defines a one-to-one homomorphism $\mathbb{R} \rightarrow \mathbb{C}$.) Letting $i = (0, 1)$, we have $i^2 = -1 = (-1, 0)$. Since $(a, b) = a + bi$, we call a and b the real and imaginary components.

To every complex number (a, b) , we associate a linear transformation of the plane by multiplying an arbitrary vector (x, y) by (a, b) :

$$L_{(a,b)} : \mathbb{R}^2 \rightarrow \mathbb{R}^2, \quad L_{(a,b)}(x, y) = (a, b)(x, y) = (ax-by, ay+bx).$$

Extra Credit Problems

1. Write the 2×2 matrix of the linear mapping $L_{(a,b)}$, with respect to the standard basis $(1, 0), (0, 1)$. (Recall any linear L is associated to a matrix $[L]$ defined by the column vectors $L(1, 0) = (p, q)$ and $L(0, 1) = (s, t)$, so $[L] = \begin{bmatrix} p & s \\ q & t \end{bmatrix}$. Then we have $L(x, y) = \begin{bmatrix} p & s \\ q & t \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$. In particular, $L_{(1,0)}$ should be the identity matrix.)

2. Explain why the mapping $f : \mathbb{C} \rightarrow M_2(\mathbb{R})$ given by $f(a, b) = [L_{(a,b)}]$ must be a one-to-one homomorphism, using the distributive and associative properties of complex multiplication. Conclude that the complex numbers are isomorphic to the subring of matrices resulting from all $L_{(a,b)}$.

3. Characterize $L_{(0,1)}$ in geometric terms as a mapping of the plane to itself, by seeing its effect on the two basis vectors $(1, 0)$ and $(0, 1)$. How does multiplying by i move the plane?

4. Similarly, characterize $L_{(a,b)}$ in geometric terms. Hint: Write complex numbers in polar coordinates as:

$$(x, y) = (r \cos \theta, r \sin \theta) \quad \text{and} \quad (a, b) = (c \cos \alpha, c \sin \alpha).$$

Use trig identities to understand how the basis vectors are affected by the mapping.