

1) BASICS

◦ A complex number, $z \in \mathbb{C}$ is an expression of the form

$$z = x + iy$$

\uparrow \uparrow
 $\Re(z)$ $\Im(z)$

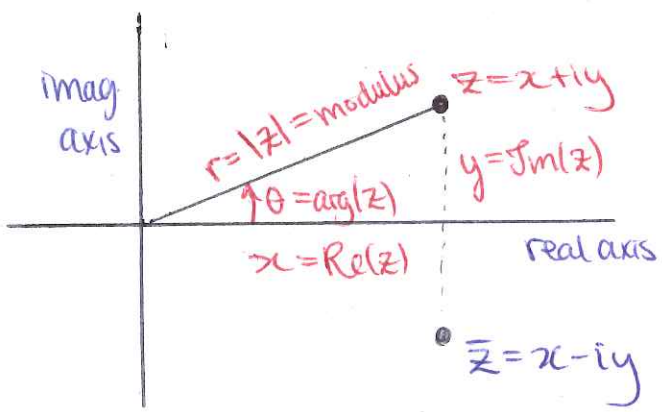
where $i^2 = -1$. Geometrically, we represent this as a point in the (x, y) plane.

◦ Alternatively, we can also use polar coords.

$$z = r(\cos\theta + i\sin\theta)$$

◦ If $z_1 = z_2$ then $\Re(z_1) = \Re(z_2)$
 $\Im(z_1) = \Im(z_2)$

◦ Addition: $(a+bi) + (c+di) = (a+c) + i(b+d)$
 ◦ Mult: $(a+bi) \cdot (c+di) = (ac-bd) + i(ad+bc)$



| Name | Meaning | Notation |
|-----------|-------------------------|-------------------------|
| modulus | length of vector | $ z , r$ |
| argument | angle | $\theta, \text{Arg}(z)$ |
| conjugate | reflection about x-axis | \bar{z} |

Quick practice: Prove:

(i) $(1+i)^2 = 2i$ in two ways

(ii) $\overline{z_1 z_2} = \overline{z_1} \cdot \overline{z_2}$

(iii) $z \overline{z} = |z|^2$

2) EULER'S FORMULA:

Euler's famous formula (~1740):

$$e^{i\theta} = \cos\theta + i\sin\theta.$$

Note that we can then write

$$z = x + iy = r(\cos\theta + i\sin\theta) = re^{i\theta}.$$

Multiplication will then be easy-peasy!

$$z_1 \cdot z_2 = (re^{i\theta})(Re^{i\phi}) = rR e^{i(\theta+\phi)}$$

It's cheap to just define $e^{i\theta} = \cos\theta + i\sin\theta$. There are two basic ways to motivate this fact: Use the property that $\frac{d}{d\theta}(e^{i\theta}) = ie^{i\theta}$ [This is how e^x is

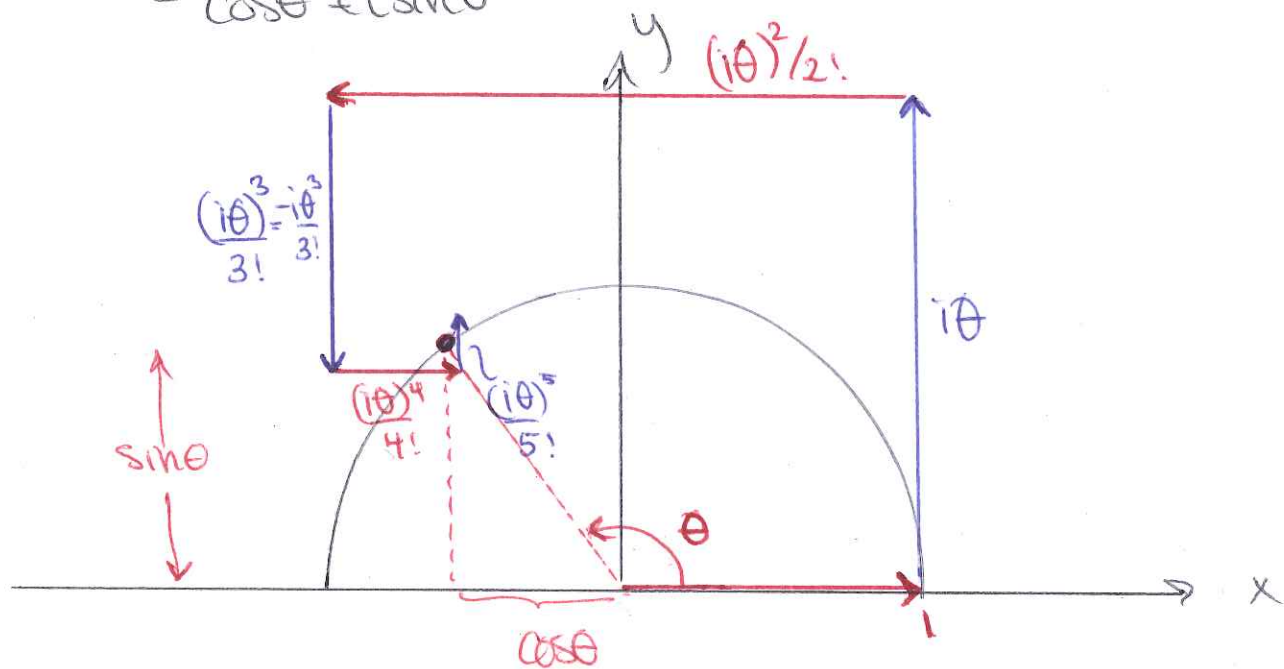
defined]. Alternatively, we can assume the series for $e^x = 1 + x + \frac{x^2}{2!} + \dots$ holds for complex values.

We shall write:

$$e^{i\theta} = 1 + (i\theta) + \frac{(i\theta)^2}{2} + \frac{(i\theta)^3}{3!} + \frac{(i\theta)^4}{4!} + \frac{(i\theta)^5}{5!}$$

$$= \underbrace{\left[1 - \frac{\theta^2}{2!} + \frac{\theta^4}{4!} + \dots \right]}_{\cos\theta} + i \underbrace{\left[\theta - \frac{\theta^3}{3!} + \frac{\theta^5}{5!} + \dots \right]}_{\sin\theta}$$

$$= \cos\theta + i\sin\theta$$



Quick Practice:

Write $(1+i)(2+2\sqrt{3}i) = ?$

using exponentials.

[Note $\tan\theta = \sqrt{3} \Rightarrow \theta = \frac{\pi}{3}$]

$$1+i = \sqrt{2} e^{i\pi/4}$$

$$2+2\sqrt{3}i = 4 \cdot e^{i\pi/3}$$

$$i \left(\frac{\pi}{3} + \frac{\pi}{4} \right)$$

$$\Rightarrow (1+i)(2+2\sqrt{3}i) = \sqrt{2} \cdot 4e^{i\left(\frac{\pi}{3} + \frac{\pi}{4}\right)}$$

3) COMPLEX VALUED FUNCTIONS.

◦ A complex function, $f: \mathbb{C} \rightarrow \mathbb{C}$
↑ ↑
takes in a complex number outputs a complex #.

We have already encountered the basic complex functions:

$$\begin{cases} f(z) = iz \\ f(z) = z + (1+i) \\ f(z) = az + b, \quad a, b \in \mathbb{R}. \end{cases}$$

Difficulty with visualizing complex numbers is that it is 4D: if $w = u + iv = f(x + iy)$ need to imagine surface (x, y, u, v)

What do these look like?

$$\begin{cases} f(z) = z^3 \\ f(z) = \sin z \\ f(z) = (z+2)^2(z-1-2i)(z+i) \end{cases}$$

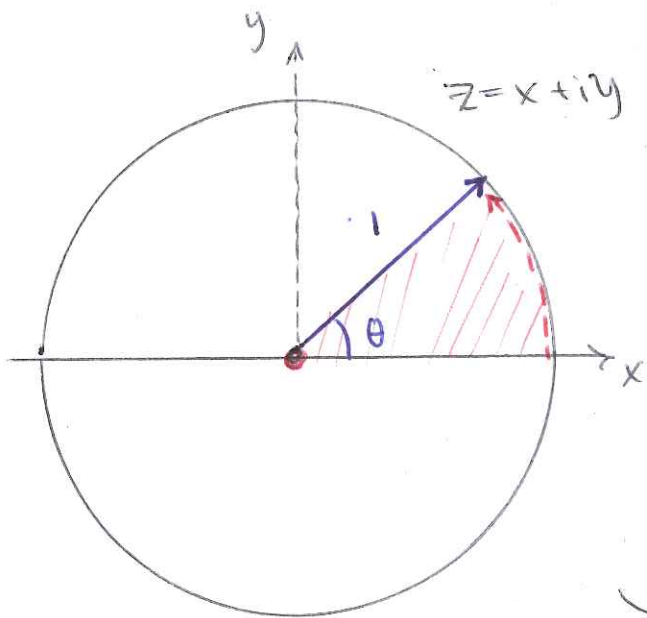
A) DOMAIN + RANGE PLOTS
(input) (output)

◦ We have already used these for studying mappings of Δ s.

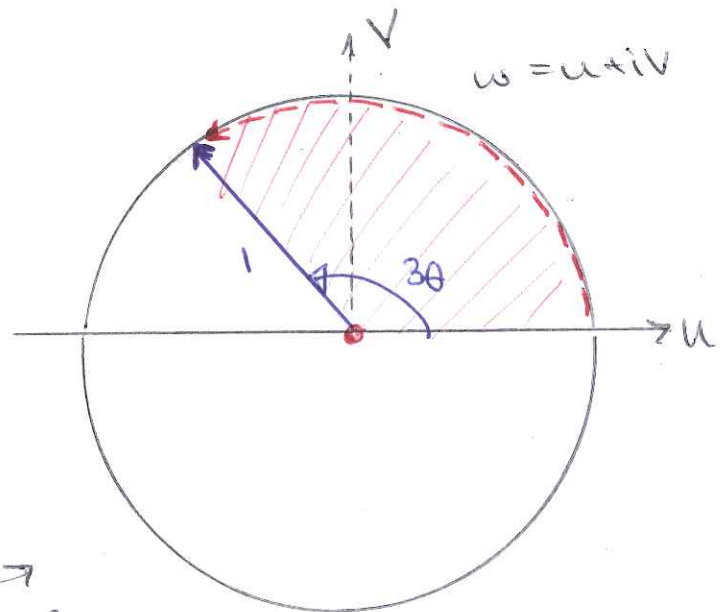
- Consider the $f(z) = z^3$ mapping
- Notice it is better to understand this map in polar coords:

$$\text{If } z = r e^{i\theta} \Rightarrow f(z) = r^3 e^{3i\theta}$$

The mapping cubes the length of original vector and rotates the angle 3 times "as fast"

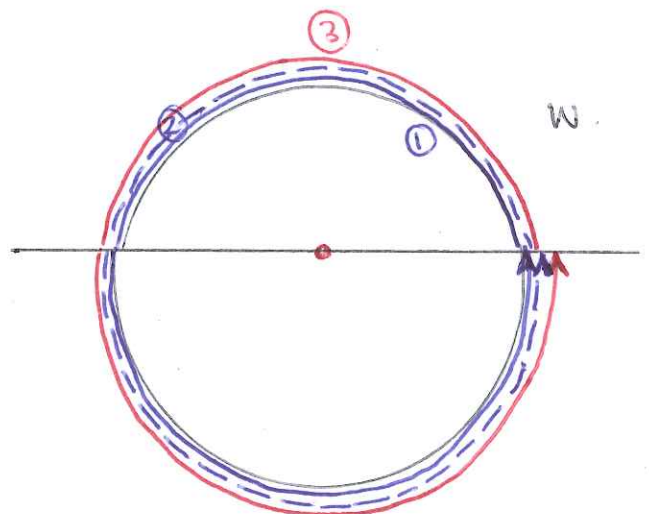
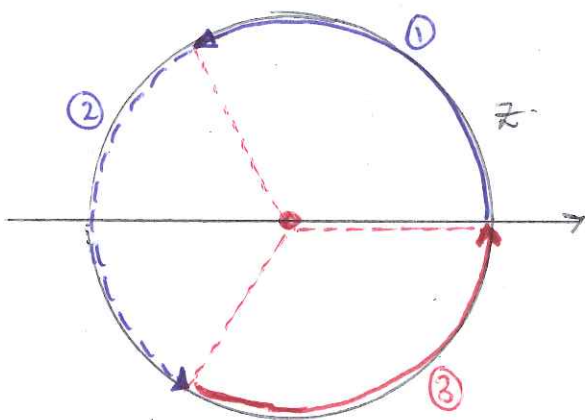


DOMAIN



RANGE

$$f = z^3$$



B) 3D SURFACES:

◦ Domain/range visuals are only useful for simple mappings that consist of only a few basic rotations/translations.

◦ Instead, we can plot a surface by choosing 3 pts from (x, y, u, v)

$$\text{e.g. } \begin{cases} (x, y, u) \\ (x, y, v) \\ (x, y, |u+iv|) \end{cases}$$

(note: the colour can represent the 4th dim.)

Example:

$$f(z) = \sin z = \frac{e^{iz} - e^{-iz}}{2i}$$

Note along real axis, $f(z=x) = \sin x$.

— imag axis, $f(z=iy) = \frac{e^{-y} - e^y}{2i} = \left(\frac{e^{-y}}{2i} - \frac{e^y}{2i} \right) i$

[See Mathematica figure]

c) DOMAIN COLOURING.

D) The Riemann sphere.

} covered in slides + video.