

## Worksheet #1 in Geometric Algebra

Clifford represented the three dimensions of physical space with the algebraic elements  $e_1$ ,  $e_2$  and  $e_3$ , where  $e_1^2 = e_2^2 = e_3^2 = 1$  and with each element anticommuting, that is  $e_j e_k = -e_k e_j$ , for  $j \neq k$ . We also define the trivector  $i = e_1 e_2 e_3$ , which allows us to write  $e_2 e_3 = i e_1$ ,  $e_3 e_1 = i e_2$  and  $e_1 e_2 = i e_3$ .

### EXERCISES

#### Vectors in three dimensions

1. Given two vectors  $\mathbf{a} = 3e_1 + 4e_3$  and  $\mathbf{b} = e_1 + 2e_2 + e_3$ , expand their product  $\mathbf{ab}$ .

(a) From this calculation read off  $\mathbf{a} \cdot \mathbf{b}$  and  $\mathbf{a} \wedge \mathbf{b}$ .

(b) What is the value of the cross product (Answer must be a vector, see note below).

(c) Calculate  $\mathbf{a}^2$  and hence find the length  $|\mathbf{a}|$  of the vector  $\mathbf{a}$ .

(d) What is the inverse of the vectors  $\mathbf{a}$  and  $\mathbf{b}$ ? Check that they are the correct inverses by direct calculation.

(e) Divide the vector  $\mathbf{b}$  by the vector  $\mathbf{a}$ , that is calculate  $\mathbf{b}/\mathbf{a}$ . (Hint use  $\mathbf{a}^{-1}$ )

Note: The product of two vectors in three dimensions is

$$\mathbf{ab} = \mathbf{a} \cdot \mathbf{b} + \mathbf{a} \wedge \mathbf{b} = \mathbf{a} \cdot \mathbf{b} + i \mathbf{a} \times \mathbf{b}. \quad (1)$$

We can see from Eq. (1), that the square of a vector  $\mathbf{a}^2 = \mathbf{a} \cdot \mathbf{a} = a_1^2 + a_2^2 + a_3^2$ , and is a scalar quantity. Hence the Pythagorean length of a vector is simply  $|\mathbf{a}| = \sqrt{\mathbf{a}^2}$ , and so we can find the inverse vector  $\mathbf{a}^{-1} = \frac{\mathbf{a}}{\mathbf{a}^2}$ .

#### Multivectors

We can combine all algebraic quantities into a multivector to form  $M = a + v_1 e_1 + v_2 e_2 + v_3 e_3 + b_1 e_2 e_3 + b_2 e_3 e_1 + b_3 e_1 e_2 + c e_1 e_2 e_3 = a + \mathbf{v} + i \mathbf{b} + ic$ , where  $i = e_1 e_2 e_3$ . Calculate the following expressions:

(a)  $(2 + e_1 + 3e_2)e_2$

(b)  $(1 + e_1)(1 - e_1)$

(c)  $\frac{1}{2}(1 + e_1 e_2)e_3(1 - e_1 e_2)$

(d)  $\sqrt{1 + e_1 e_2}$  (Hint: we can write this in exponential form, see next question, or think of it as a complex number  $1 + j$ .)

(e) Given a multivector  $1 + \mathbf{v}$ , find  $(1 + \mathbf{v})^2$ . Also, if  $\mathbf{v}$  is a unit vector then what does  $(1 + \mathbf{v})^2$  reduce to, hence find  $(1 + \mathbf{v})^n$ .

(f) Show that:  $\frac{1}{2}(1 + e_2 e_3)(e_1 + e_3)(1 - e_2 e_3) = e_1 + e_2$ .

#### Rotations in three dimensions

We can produce three bivectors in three dimensions,  $e_1 e_2, e_3 e_1$  and  $e_2 e_3$ , that are used as rotation operators. These replace quaternions or matrices.

(a) Confirm that they each square to minus one and anticommute with each other.

(b) Using the formula for the exponential  $e^x = 1 + x + x^2/2! + x^3/3! + \dots$ , show that  $e^{e_{12}\theta} = \cos \theta + e_{12} \sin \theta$ , essentially deMoivre's theorem. We use the shorthand  $e_{12} = e_1 e_2$ .

(b) In the plane  $B_1 = e_1 e_2$ , should you premultiply or postmultiply by  $B_1$  to create a anti-clockwise rotation. (Hint see what effect the operator has on the vectors  $e_1$  and  $e_2$ .)

(c) What effect does the operator  $B_1$  have on the vector  $e_3$  direction, that is, calculate  $B_1 e_3$ .

(d) Correct the vector rotation in part (c) above using Hamilton's formula (see below) to rotate the vector  $\mathbf{v} = e_1 + 2e_3$ , by  $\pi/2$  radians in the  $e_1 e_2$  plane. (Hint: You should start with  $e^{e_{12}\pi/4}(e_1 + 2e_3)e^{-e_{12}\pi/4}$ .)

(e) Rotate the vector  $\mathbf{v}$  by  $\pi/2$  in the  $e_3 e_1$  plane.

(f) Rotate the vector  $\mathbf{w} = e_1$  by  $\pi$  radians in the plane  $e_{12}$  using Hamilton's formula. What meaning does this give to the expression  $e^{e_{12}\pi} = -1$ .

Note: Hamilton found that to correctly rotate vectors we need to form the bilinear transformation

$$\mathbf{v}' = e^{\vec{B}\theta/2} \mathbf{v} e^{-\vec{B}\theta/2} \quad (2)$$

where  $\vec{B} = b_1 e_2 e_3 + b_2 e_3 e_1 + b_3 e_1 e_2 = i \vec{b}$  is a unit bivector, that is where  $\vec{B}^2 = -1$ .

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