

# Chapter 15

## Nonabelian groups

Let's start with definition.

**Definition 15.1.** A group consists of a set  $A$  with an associative operation  $*$  and an element  $e \in A$  satisfying

$$a * e = e * a = a,$$

and such that for every element  $a \in A$ , there exists an element  $a' \in A$  satisfying

$$a * a' = a' * a = e$$

A better title for this chapter would have been *not necessarily Abelian groups*, since Abelian groups are in fact groups.

**Lemma 15.2.** An Abelian group is a group.

*Proof.* The extra conditions  $e * a = a * e$  and  $a' * a = a * a'$  follow from the commutative law.  $\square$

Before giving more examples, let's generalize some facts about Abelian groups.

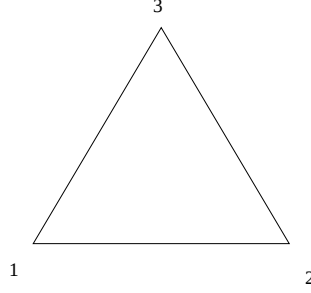
**Lemma 15.3.** If  $a * b = a * c$  then  $b = c$ . If  $b * a = c * a$  then  $b = c$ .

**Corollary 15.4.** Given  $a$ , there is a unique element  $a'$ , called the inverse such that  $a * a' = a' * a = e$ .

We want give some examples of genuinely nonabelian groups. The next example should already be familiar from linear algebra class (where  $F$  is usually taken to be  $\mathbb{R}$  or maybe  $\mathbb{C}$ ). We'll say more about this example later on.

**Example 15.5.** The set of  $n \times n$  invertible (also known as nonsingular) matrices over a field  $F$  forms a group denoted by  $GL_n(F)$  and called the  $n \times n$  general linear group. The operation is matrix multiplication, and the identity element is the identity matrix. When  $n = 1$ , this is just  $F^*$  which is Abelian. However, this group is not Abelian when  $n > 1$ .

We want to consider a more elementary example next. Consider the equilateral triangle.



We want to consider various motions which takes the triangle to itself (changing vertices). We can do nothing  $I$ . We can rotate once counterclockwise.

$$R_+ : 1 \rightarrow 2 \rightarrow 3 \rightarrow 1.$$

We can rotate once clockwise

$$R_- : 1 \rightarrow 3 \rightarrow 2 \rightarrow 1.$$

We can also flip it in various ways

$$F_{12} : 1 \rightarrow 2, 2 \rightarrow 1, 3 \text{ fixed}$$

$$F_{13} : 1 \rightarrow 3, 3 \rightarrow 1, 2 \text{ fixed}$$

$$F_{23} : 2 \rightarrow 3, 3 \rightarrow 2, 1 \text{ fixed}$$

To multiply means to follow one motion by another. For example doing two  $R$  rotations takes 1 to 2 and then to 3 etc. So

$$R_+ R_+ = R_+^2 = R_-$$

Let's do two flips,  $F_{12}$  followed by  $F_{13}$  takes  $1 \rightarrow 2 \rightarrow 2, 2 \rightarrow 1 \rightarrow 3, 3 \rightarrow 3 \rightarrow 1$ , so

$$F_{12} F_{13} = R_+$$

Doing this the other way gives

$$F_{13} F_{12} = R_-$$

Therefore this multiplication is not commutative. The following will be proved in the next section.

**Lemma 15.6.**  *$\{I, R_+, R_-, F_{12}, F_{13}, F_{23}\}$  is a group with  $I$  as the identity. It is called the triangle group.*

The full multiplication table can be worked out.

| .        | I        | $F_{12}$ | $F_{13}$ | $F_{23}$ | $R_+$    | $R_-$    |
|----------|----------|----------|----------|----------|----------|----------|
| I        | I        | $F_{12}$ | $F_{13}$ | $F_{23}$ | $R_+$    | $R_-$    |
| $F_{12}$ | $F_{12}$ | I        | $R_+$    | $R_-$    | $F_{13}$ | $F_{23}$ |
| $F_{13}$ | $F_{13}$ | $R_-$    | I        | $R_+$    | $F_{23}$ | $F_{12}$ |
| $F_{23}$ | $F_{23}$ | $R_+$    | $R_-$    | I        | $F_{12}$ | $F_{13}$ |
| $R_+$    | $R_+$    | $F_{23}$ | $F_{12}$ | $F_{13}$ | $R_-$    | I        |
| $R_-$    | $R_-$    | $F_{13}$ | $F_{23}$ | $F_{12}$ | I        | $R_+$    |

where each entry represents the product in the following order

| .   | $a$         | $b$         | ... |
|-----|-------------|-------------|-----|
| $a$ | $a \cdot a$ | $a \cdot b$ | ... |

This is latin square (chapter 3), but it isn't symmetric because the commutative law fails. Do all latin squares arise this way? The answer is no. For convenience, let's represent a latin square by an  $n \times n$  matrix  $M$  with entries  $1, \dots, n$ . Let's say that there is a group  $G = \{g_1, \dots, g_n\}$  with  $g = e$  such that  $M$  has entry  $ij$ th entry  $k$  if  $g_i * g_j = g_k$ . Since  $g_1 = e$ , we would want the first row and column to be  $1, 2, \dots, n$ . Such a latin square is called normalized. However, this is still not enough since the associative law needs to hold. I don't know any way to visualize this. Here's a Maple procedure for checking this.

```

assoc := proc(n::posint, M::matrix) i,j,k, associative;
associative := true;
for i from 1 to n do
  for j from 1 to n do
    for k from 1 to n do
      if (M[i,M[j,k]] <> M[M[i,j],k]) then
        associative := false;
        printf("g%d*(g%d*g%d)=g%d\n", i,j,k,M[i,M[j,k]]);
        printf("(g%d*g%d)*g%d=g%d\n\n", i,j,k,M[M[i,j],k]);
      fi;
    od;
  od;
od;
if associative then print("It is associative") fi;
end;

```

Typing *assoc*( $n, M$ ) either tells you if  $M$  is associative, or else reports violations to the associative property.

## 15.7 Exercises

1. Determine the inverse for every element of the triangle group.

2. Prove lemma 15.3.
3. Let  $(G, *, e)$  be a group. Prove that the inverse of the product  $(x * y)' = y' * x'$ .
4. The commutator of  $x$  and  $y$  is the expression  $x * y * x' * y'$ . Prove that  $x * y = y * x$  if and only if the commutator  $x * y * x' * y' = e$ .
5. Prove that the multiplication table for a group is always a latin square (see the proof of lemma 3.10 for hints).
6. Test to see if the normalized latin square corresponds to a group:

$$\begin{bmatrix} 1 & 2 & 3 & 4 & 5 \\ 2 & 1 & 5 & 3 & 4 \\ 3 & 4 & 2 & 5 & 1 \\ 4 & 5 & 1 & 2 & 3 \\ 5 & 3 & 4 & 1 & 2 \end{bmatrix}$$