

Lecture 1. Conics, invariants, center

1. Standard conics

(1) parabola $\frac{y^2}{4ax}$

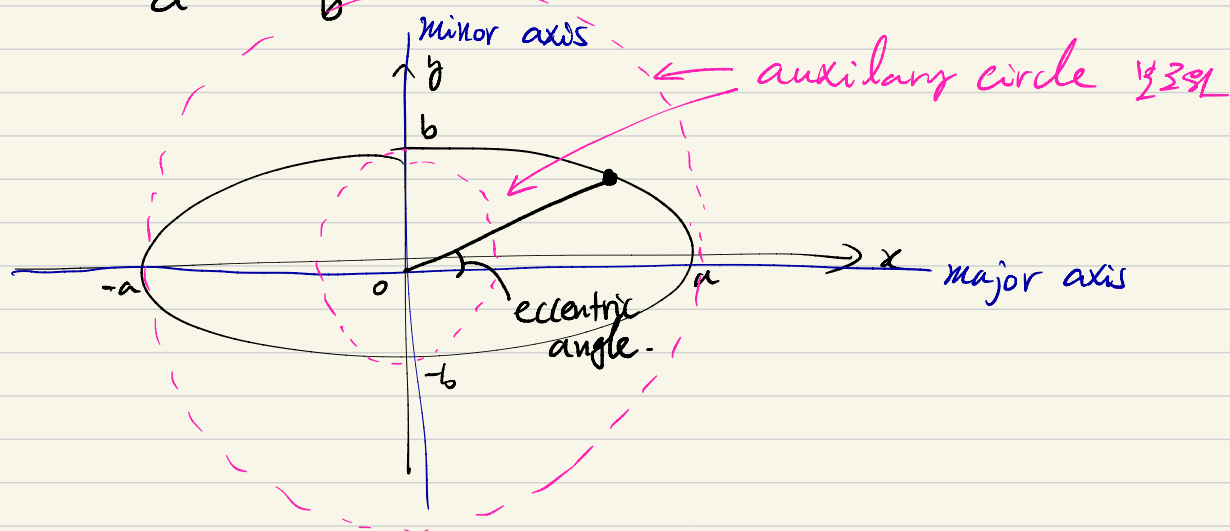
Def: Let $a > 0$. The standard parabola with modulus a is

$$y^2 = 4ax.$$


(2) Ellipse $\frac{x^2}{a^2} + \frac{y^2}{b^2} = 1$

Def: Let $a > b > 0$. The standard real ellipse with moduli a, b is

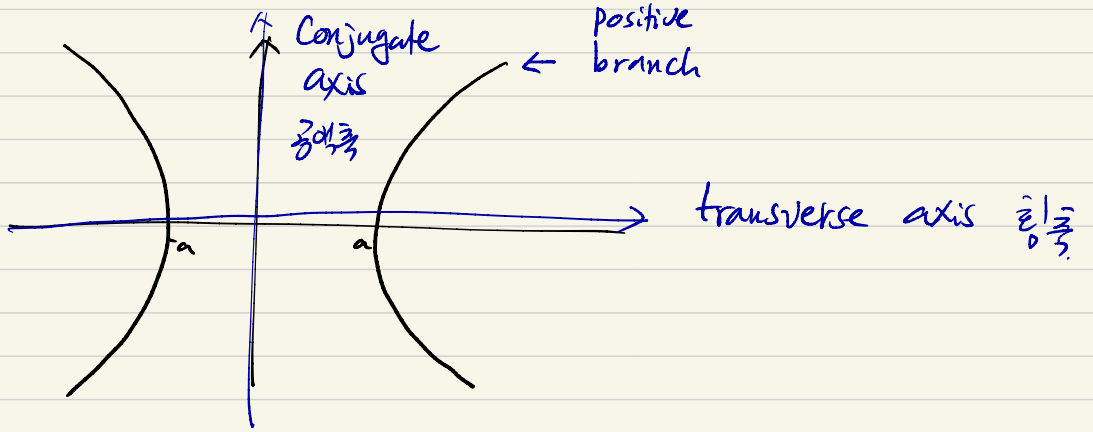
$$\frac{x^2}{a^2} + \frac{y^2}{b^2} = 1.$$



Note In our definition, circles are not ellipses, but circles are obtained by taking limits $b \rightarrow a$

(3) Hyperbola $\frac{x^2}{a^2} - \frac{y^2}{b^2} = 1$

Def: let $a, b > 0$. The Standard Hyperbola with moduli a, b is the conic
$$\frac{x^2}{a^2} - \frac{y^2}{b^2} = 1$$



2. Matrices and Invariants

Def: A quadratic function $Q: \mathbb{R} \times \mathbb{R} \rightarrow \mathbb{R}$
 $(x, y) \mapsto Q(x, y)$

Such that

$$Q(x, y) = ax^2 + 2hxy + by^2 + 2gx + 2fy + c.$$

E.g. The unit circle $x^2 + y^2 = 1$ can be viewed as the set

$$Z(Q) = \{ (x, y) \in \mathbb{R} \times \mathbb{R} : Q(x, y) = x^2 + y^2 - 1 = 0 \}$$

Two Quadratic functions Q_1, Q_2 are Scalar multiples of each other if $Q_1 = \lambda Q_2$ for some $\lambda \in \mathbb{R} \setminus \{0\}$

Def: A Conoc is a set of quadratic functions each of which is a scalar multiple of the other.

$Q_1 = x^2 + y^2 - 1$
 \uparrow Quadratic \rightarrow function $Q_{2000} = 2000x^2 + 2000y^2 - 2000$
 \rightarrow $Q_{2025} = 2025x^2 + 2025y^2 - 2025$
 \rightarrow $Q_{-3} = -3x^2 - 3y^2 + 3$...

Conic

Def Let $Q(x, y) = ax^2 + 2hxy + by^2 + 2gx + 2fy + C$ be a Conic.

The trace invariant τ ^{tau} is $a + b$

The delta invariant δ is $ab - h^2$

The discriminant Δ is $a(bc - f^2) + h(fg - hc) + g(hf - gb)$

Note Matrix interpretation.

Need to know what determinants are.
행렬식

What is Matrix? A rectangular arrangement of numbers

$$\begin{pmatrix} 2 & 3 & 7 \\ 1 & 5 & 0 \end{pmatrix} \begin{matrix} \rightarrow 1\text{행} \\ \rightarrow 2\text{행} \end{matrix}$$

1열 2열 3열

$$\begin{pmatrix} i & 0 & 0 \\ 0 & i & 0 \\ 0 & 0 & i \end{pmatrix}$$

2행 \times 3열

2 \times 3 행렬

3 \times 3 행렬

$$\begin{pmatrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \end{pmatrix}$$

(5) \times (1) 행렬

행렬의 연산

$$\lambda \cdot \begin{pmatrix} a & b \\ c & d \end{pmatrix} = \begin{pmatrix} \lambda a & \lambda b \\ \lambda c & \lambda d \end{pmatrix}$$

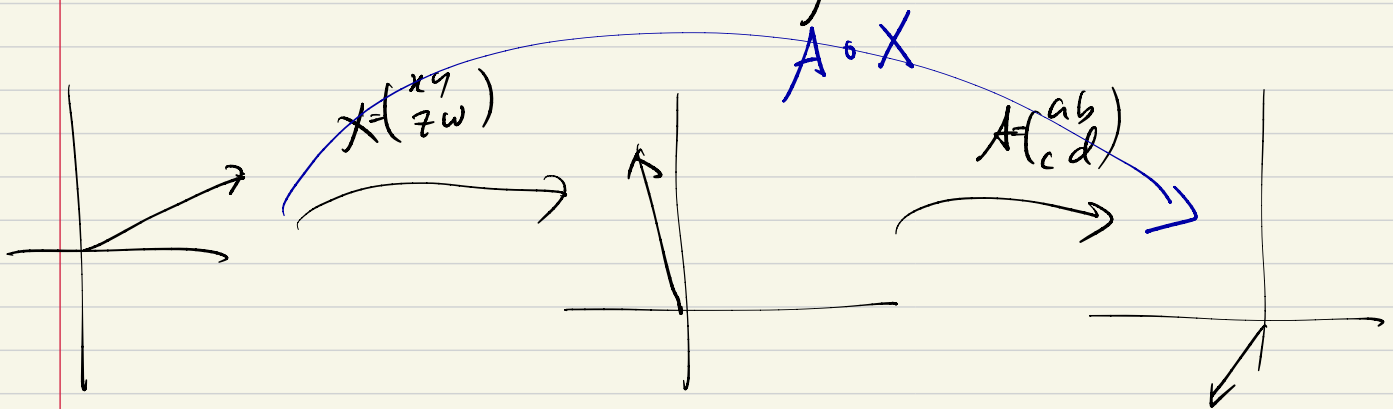
$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} \pm \begin{pmatrix} x & y \\ z & w \end{pmatrix} = \begin{pmatrix} a \pm x & b \pm y \\ c \pm z & d \pm w \end{pmatrix}$$

행렬의 곱

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} x \\ z \end{pmatrix} \begin{pmatrix} y \\ w \end{pmatrix} = \begin{pmatrix} ax & by \\ cz & dw \end{pmatrix}$$

Useless!

$$\parallel \begin{pmatrix} ax + bz & ay + bw \\ cx + dz & cy + dw \end{pmatrix}$$



Homework: Convince Yourself: Matrix addition is commutative and associative
 교환법칙 성립.
 결합법칙 성립

Also, Matrix multiplication is associative. However, matrix multiplication is not commutative. Find an example.

Matrix inverse? For example in \mathbb{R} , knowing $x \div y$ means knowing y satisfying $x \cdot y = 1$

Let A be an $n \times n$ matrix its inverse A^{-1} is a matrix satisfying

$$A A^{-1} = I_n = \begin{pmatrix} 1 & & 0 \\ & \ddots & \\ 0 & & 1 \end{pmatrix}$$

identity matrix

Exercise Find $\begin{pmatrix} x & y \\ z & w \end{pmatrix}$ such that $\begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} x & y \\ z & w \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$

Answer $\begin{pmatrix} x & y \\ z & w \end{pmatrix} = \frac{1}{ad-bc} \begin{pmatrix} d & -b \\ -c & a \end{pmatrix}$

Def If $A = \begin{pmatrix} a & b \\ c & d \end{pmatrix}$, $|A| = ad - bc$
or $\det(A)$

$$A = \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{pmatrix}$$

$$\begin{aligned} |A| &= +a_{11}(a_{22}a_{33} - a_{23}a_{32}) \\ &= -a_{12}(a_{21}a_{33} - a_{23}a_{31}) \\ &= +a_{13}(a_{21}a_{32} - a_{22}a_{31}) \end{aligned}$$

$$\begin{pmatrix} + & - & + \\ - & + & - \\ + & - & + \end{pmatrix}$$

$n \times n$ 행렬

2x2 행렬식 연산 뒤로 $\propto n!$

o Matrix interpretation of invariants.

let $Q(x, y) = ax^2 + 2hxy + by^2 + 2gx + 2fy + e$

Associated matrix

$$A = \begin{pmatrix} a & h & g \\ h & b & f \\ g & f & c \end{pmatrix} : \text{Symmetric matrix.}$$

$$z = (x \ y \ 1)$$

You check!

$$Q(x, y) \stackrel{\downarrow}{=} \begin{pmatrix} x & y & 1 \end{pmatrix} \begin{pmatrix} a & h & g \\ h & b & f \\ g & f & c \end{pmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$

1×3 3×3 3×1

Let's look at

$$\begin{pmatrix} a & h & g \\ h & b & f \\ g & f & c \end{pmatrix}$$

Aside: $A = (a_{ij})$
 $1 \leq i, j \leq n$
 $a_{11} + a_{22} + a_{33} + a_{44} + \dots + a_{nn}$
 $=: \text{trace}(A)$

τ
 $\text{trace} \begin{pmatrix} a & h \\ h & b \end{pmatrix}$

δ
 $\det \begin{pmatrix} a & h \\ h & b \end{pmatrix}$

Δ
 $\det A$

Note: The invariants τ, δ, Δ are not invariant under scalar multiplication. However, the following important equalities and inequalities remain invariant:

$\tau = 0$	$\delta = 0$	$\Delta \neq 0$
$\tau \neq 0$	$\delta > 0$	$\Delta = 0$
	$\delta < 0$	

$$\left(\begin{array}{l} Q \rightsquigarrow \lambda Q \\ \therefore \tau \rightsquigarrow \lambda \tau \\ \delta \rightsquigarrow \lambda^2 \delta \\ \Delta \rightsquigarrow \lambda^3 \Delta \end{array} \right)$$

Examples (1) $Q(x,y) = x^2 + y^2 - 1$

Associated matrix $\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & -1 \end{pmatrix}$

$\tau = 2$
 $\delta = 1$
 $\Delta = -1$
 $\tau = 2$
 $\delta = 1$
 $\Delta = 1$

(2) $Q(x,y) = y^2 - 4ax$ $a \neq 0$

Associated matrix $\begin{pmatrix} 0 & 0 & -2a \\ 0 & 1 & 0 \\ -2a & 0 & 0 \end{pmatrix}$

$\tau = 1$
 $\delta = 0$
 $\Delta = -4a^2 \neq 0$

(3) $Q(x,y) = \frac{x^2}{a^2} + \frac{y^2}{b^2} - 1$ ellipse $\delta > 0$
 hyperbola $\delta < 0$

Associated matrix $\begin{pmatrix} 1/a^2 & 0 & 0 \\ 0 & 1/b^2 & 0 \\ 0 & 0 & -1 \end{pmatrix}$

$\tau = \frac{1}{a^2} + \frac{1}{b^2}$
 $\delta = \frac{-1}{a^2 b^2} > 0$
 $\Delta \neq 0$

		Standard	Cost!! "Invariance theorem"	General
$\Delta \neq 0$	$\delta > 0$	ellipse		ellipse
	$\delta = 0$	parabola		parabola
	$\delta < 0$	hyperbola		hyperbola

Def: A conic Q is said to be degenerate if $\Delta = 0$

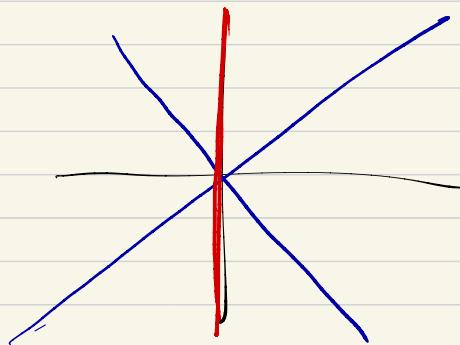
Examples (of degenerate conics)

$$Q(x, y) = \bigcirc$$

$$Q(x, y) = x^2 - y^2$$

$$Q(x, y) = x^2$$

$$Q(x, y) = x^2 + y^2 : \text{irreducible.}$$



3. Reducible conics

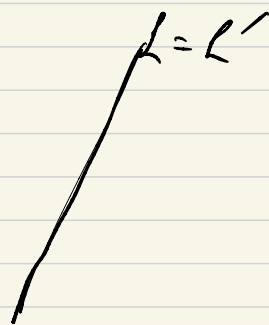
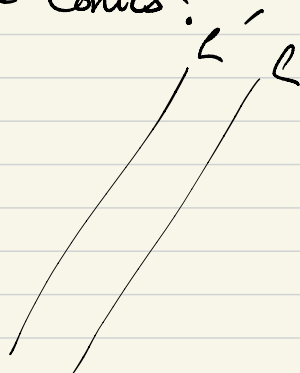
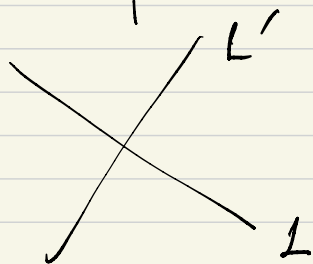
A line $L: ax+by+c$

Def: A conic Q is reducible if there exists L, L' : lines such that $Q = LL' (= (ax+by+c)(a'x+b'y+c'))$.

Here L, L' are called components of Q and $Q=0$ is the joint equation of L, L' .

Otherwise, Q is irreducible.

What are possible reducible conics?



Exercise Is $Q(x, y) = x^2 - xy - 2y^2 + 2x + 5y - 3$ a reducible conic?

$$Q(x, y) = \underbrace{(1x - 1y + \alpha)}_{-1} \underbrace{(1x - 2y + \beta)}_{+3}$$

보조정리

$\beta \neq 0$

Lemma: Let Q be a conic and L a line not parallel to the y -axis. Then there is a unique line L' and a unique quadratic function $J(x)$ s.t.

$$Q(x, y) = L(x, y) L'(x, y) + J(x)$$

정리

Theorem (Component lemma) Suppose every point on the line L lies on Q : a conic. Then Q must be a reducible conic. i.e. there exists L' a line such that

$$Q = L L'$$

Proof: Assume L : not parallel to y -axis.

$$Q(x, y) = L(x, y) L'(x, y) + J(x) \quad \text{for some } L', J(x)$$

For every x , there is a unique y

In the assumption, s.t. $L(x, y) = 0 \Rightarrow Q(x, y) = 0$

Therefore $J(x) \equiv 0$ for every $x \in \mathbb{R}$

$$Q = L L' \quad \square$$

Sketch of proof of Lemma:

$$L = \alpha x + \beta y + r$$

$$L' = \alpha' x + \beta' y + r'$$

$L L'$ 전개

y^2, xy, y 의 계수
 $\alpha\beta' + \alpha'\beta$
 $\alpha r' + \beta r$

$Q(x, y)$ 의 3차항 계수라 $\forall z$

$$\begin{cases} \beta \alpha' + \alpha \beta' = 2h \\ r\beta' + \beta \delta' = 2f. \end{cases} = b$$

$$-\beta^3 = \det \begin{pmatrix} 0 & \beta & 0 \\ \beta & \alpha & 0 \\ 0 & r & \beta \end{pmatrix} \neq 0$$

$$A = \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} x_0 \\ y_0 \\ z_0 \end{pmatrix}$$

has a unique sol

$$\therefore J(x) := Q(x, 0) - L(x, 0) L'(x, 0).$$

$$\Leftrightarrow \det(A) \neq 0$$