

What to bring to class:
 Ask students to bring PM
 4A and 5A.

8.3 Integers as numbers

Integers are numbers because they behave like them:

(1) Commutative property $-3 + 5 = 5 + -3, (-3) 5 = 5 (-3)$

(2) Assoc. Prop $(-3 + -2) + 7 = -3 + (-2 + 7),$
 $-3 \times (-2 \times 7) = (-3 \times -2) \times 7$ } check using Rules!

(3) Distributive Prop $3(-4 + -2) = 3 \times -4 + 3 \times -2$

(4) Identities $-3 + 0 = -3, -5 \ 1 = -5.$

And a new property which is important to integers:

(5) Additive inverse property: For each integer a there exists an integer called the opposite of a , denoted by $-a$, which satisfies

$$a + -a = 0.$$

[SAY: Additive Identity \longleftrightarrow Describes 0

Mult. Identity \longleftrightarrow Describes 1

Mult. Inverse \longleftrightarrow Describes fractions

Additive Inverse \longleftrightarrow Describes integers!]

we already have prop. for 0, 1. This is why we exclude from def of prime numbers.

Summary

(1) Created "opposite numbers"

(2) Made interpretations so we could $+, -, \times, \div$ them. Interpretation summarized by Rules 1-6.

(3) Integers satisfy properties (\Rightarrow integers are numbers)

(4) Special property associated to integers.

We need to show:

(5) Properties \Rightarrow Rules 1-6
"Interpretations"

(5) Means that we cannot develop a different set of interpretations, these rules are forced upon us by the properties!

Theorem: Rules 1-6 follow from the arithmetic properties.

Rule 1: $-(-a) = a$ [uses Decompress/ Analyze/ Compress proof w/ Add an appropriate 0]

$$\begin{aligned} -(-a) &= 0 + -(-a) && \text{Additive Identity} \\ &= (a + -a) + -(-a) && \text{Additive Inverse} \\ &= a + [-a + -(-a)] && \text{Associative Property} \\ &= a + 0 && \text{Additive Inverse} \\ &= a && \text{Additive Identity} \end{aligned}$$

Def 8.1.3 $a + -b = a - b$

$$a - b = _ \text{ means } a = b + _$$

Add $-b$ to both sides:

$$\begin{aligned} a + -b &= -b + (b + _) \\ &= (-b + b) + _ && \text{Associative Property} \\ &= 0 + _ && \text{Additive Inverse} \\ &= _ && \text{Additive Identity} \\ &= a - b && \text{Substitution} \end{aligned}$$

[so def is really a rule]

Rule 2: $a - -b = a + b$

Done in last HW set
[Follows from R1 and Def 8.1.3]

Rule 3: $-a \cdot b = -(a \cdot b)$

1st

Ask

$$\begin{aligned} -3 \cdot 4 &= -3 \cdot 4 + 0 \quad \leftarrow \\ &= -3 \cdot 4 + [3 \cdot 4 + -(3 \cdot 4)] \quad _ \\ &= [-3 \cdot 4 + 3 \cdot 4] + -(3 \cdot 4) \quad _ \\ &= (-3 + 3) \cdot 4 + -(3 \cdot 4) \quad _ \\ &= 0 \cdot 4 + -(3 \cdot 4) \quad _ \\ &= 0 + -(3 \cdot 4) \quad _ \\ &= -(3 \cdot 4) \quad _ \\ \hline &= -(12) = -12 \end{aligned}$$

2nd

$$\begin{aligned} -a \cdot b &= -a \cdot b + 0 \\ &= -ab + [ab + -(ab)] \\ &= [-a \cdot b + ab] + -(ab) \\ &= (-a + a) \cdot b + -(ab) \\ &= 0 \cdot b + -(ab) \\ &= 0 + -(ab) \\ &= -(ab) \quad \checkmark \end{aligned}$$

Rule 4: (using Already verified Rules)

$$\begin{aligned} -a \cdot -b &= -(a \cdot -b) && \text{Rule 3} \\ &= -(-b \cdot a) && \text{Commutative Property} \\ &= -(-(ba)) && \text{Rule 3} \\ &= ba && \text{Rule 1} \\ &= ab && \text{Commutative Property} \end{aligned}$$

Rule 5: $-a \div -b = a \div b$

$-a \div -b = _ \text{ means } -a = -b \cdot _ \quad \leftarrow \text{what?}$

Take the opposite of both sides:

$$\begin{aligned} -(-a) &= -(-b \cdot _) \\ \parallel \\ a &= b \cdot _ \\ \updownarrow \\ a \div b &= _ = -a \div -b! \end{aligned}$$

Def. (Ordering) $a \leq b \Leftrightarrow b - a$ is positive or zero.

Order Rules

$$1. a \leq b \Leftrightarrow a + c \leq b + c$$

$$2. a \leq b \Leftrightarrow \begin{cases} ac \leq bc & c > 0 \\ ac \geq bc & c < 0 \end{cases}$$

Proof of Order Rule 1

$a + c \leq b + c \Leftrightarrow (b + c) - (a + c)$ is positive or zero.

$$\Leftrightarrow b + c + -a + -c \text{ is pos. or } 0 \quad \text{HW Prop}$$

$$\Leftrightarrow b + -a + (c + -c) \text{ is pos. or } 0 \quad \text{Any order}$$

$$\Leftrightarrow b - a + 0 \text{ is pos. or } 0 \quad \text{Add inv, R2}$$

$$\Leftrightarrow b - a \text{ is pos. or } 0 \quad \text{Add id.}$$

$$\Leftrightarrow a \leq b. \quad \blacksquare$$

HW Read 8.3 Do HW set 36