

- An *operation* is an action that takes one or two numbers and returns another number.
For example, addition: $3 + 4 = 7$
 - The numbers you hand to an operation are the operation's *operands*.
 - The number it creates is the *result*.
- An abstract operation, say \odot , must define how operands are converted to results.
 - $a \odot b = 2a(b - a)$
 - $3 \odot 5 = 2 \times 3 \times (5 - 1) = 24$

Closure, Commutativity, Associativity

- A set S is *closed* under operation \odot if, for any two elements of S ,
 $a \odot b \in S$
e.g., The integers are closed under addition; they are *not* closed under division.
- An operation \odot is *commutative* if
 $a \odot b = b \odot a$
Thus, addition is commutative over \mathbb{R} , but subtraction is not.
This is written " $\mathbb{R}, +$ "
Thus, \mathbb{R}, \oplus where $a \oplus b = a^b$ is not commutative, because $2^3 \neq 3^2$
- An operation \odot is *associative* if you can change the grouping of an expression and get the same result, e.g.,
 $(a \odot b) \odot c = a \odot (b \odot c)$
Thus, addition is associative: $(5 + 6) + 4 = 5 + (6 + 4)$
but subtraction is not: $(5 - 6) - 4 \neq 5 - (6 - 4)$

Cayley Tables

- A tabular representation of an operation.
- Commonly used to represent abstract operations.
- For example:

↑	A	B	C	
A	C	B	B	
B	C	A	C	
C	A	C	B	

$S = \{A, B, C\}$

S is closed under \uparrow

S is not commutative under \uparrow

S is not associative under \uparrow

$$(A \uparrow A) \uparrow A \neq A \uparrow (A \uparrow A)$$

op.	2nd operand			
1st operand				

×	1	2	3	4
1	1	2	3	4
2	2	4	6	8
3	3	6	9	12
4	4	8	12	16

Commutativity

If an operation is commutative, its Cayley table will be symmetrical about its upper-left to lower-right diagonal.

Identity and Inverse Elements

Identity Value

- An **identity value** for an operation is a value that leaves the other operand unchanged.

For example, 0 is the identity value for addition; 1 is the identity value for multiplication.

In the Cayley table at right, C is the identity element.

↑	A	B	C	D
A	C	B	A	A
B	C	A	B	B
C	A	B	C	D
D	A	C	D	C

Inverse Values

- The **inverse** of an element (symbol: A^{-1}) for a particular operation is one that combines—in either direction—with the element to yield the identity element for that operation.

For example, in addition, -6 is the inverse of 6; in multiplication, the inverse value of 3 is $\frac{1}{3}$.

In the Cayley table at right:

$$A^{-1} = A \quad (\text{it is its own inverse})$$

$$B^{-1} = D$$

$$C^{-1} = C \quad (\text{every identity is its own inverse})$$

↑	A	B	C	D
A	C	B	A	A
B	C	A	B	C
C	A	B	C	D
D	A	C	D	A