

## SHS solution 4: complex numbers

4.1. The easiest way to compute a fraction of complex numbers is to multiply both the numerator and the denominator by the complex conjugate of the denominator. This is because that makes the denominator real:

$$(2i - 3)(-2i - 3) = 4 + 9 - 6i + 6i = 13$$

$$\text{Thus, } \frac{i-4}{2i-3} = \frac{(i-4)(-2i-3)}{13} = \frac{2+12-3i+8i}{13} = \frac{14}{13} + \frac{5}{13}i.$$

4.2. The absolute value (length) of  $(1+i)$  is  $\sqrt{2}$ . The absolute value of  $(1+i)^6$  is the sixth power of this, which is 8 (the third power of the square of  $\sqrt{2}$ ).

You can see in the multiplication formula that the complex conjugate of a product is the product of the conjugates of its constituents:  $(a+bi)(c+di) = (ac-bd) + (ab+bc)i$ , and  $(a-bi)(c-di) = (ac-bd) - (ab+bc)i$ . So the conjugate of  $(1+i)^6$  must be  $(1-i)^6$ .

4.3.  $1+i$  has a length of  $\sqrt{2}$ , and an argument (angle) of  $\frac{\pi}{4}$  ( $=45^\circ$ ). The angle of  $(1+i)^6$  then has to be  $270^\circ$ , which is along the negative  $y$ -axis. So  $(1+i)^6 = -8i$ . Picture in class of the six steps.

4.4. This one is easier than we thought. The angle comes at  $360^\circ$ , and the size must be  $(3\sqrt{2})^8 = 3^8 2^4$ , so that the number is real and positive:  $3^8 2^4 = 6561 \cdot 16 = 104976$ .

4.5. The angle of  $-1-i$  is  $\frac{5}{4}\pi$  (or, equivalently,  $-\frac{3}{4}\pi$ , and its length is  $\sqrt{2}$ . So the length of its square root must be  $\sqrt{\sqrt{2}}$ , and the angle of its square root must be  $-\frac{3}{8}\pi$  (by convention, the square root of a complex number is chosen to have a positive real value, in order to be compatible with the convention for real numbers, where the square root of 9 is 3, not  $-3$ ). The result is  $\sqrt{\sqrt{2}} \left( \cos \frac{-3}{8}\pi + i \sin \frac{-3}{8}\pi \right)$ , which is approximately  $0.4550898605622273 - 1.0986841134678098i$ . One can also get at these numbers by solving the quadratic equation

$-1-i = (a+bi)^2$ , which gives  $-\sqrt{\frac{1}{2}} + \sqrt{\frac{1}{2}}i$  for the imaginary part and  $\sqrt{-\frac{1}{2}} + \sqrt{\frac{1}{2}}i$  for the real part (found by Jeroen S.).

4.6.  $e^{i\varphi} = \cos \varphi + i \sin \varphi$ , so that  $e^{-i\varphi} = \cos \varphi + i \sin(-\varphi) = \cos \varphi - i \sin \varphi$ . When we now add  $e^{i\varphi}$  and  $e^{-i\varphi}$ , the two sine terms cancel out and we are left with  $2 \cos \varphi$ .

## Multiplication of sound signals

4.7. The command in the Modify menu is **Multiply**.

4.8. The shortest formula is

$$\text{self} * 2$$

which tells Praat to multiply every cell by 2. This is equivalent to

```
self [col] * 2
```

which tells Praat to multiply the value in each column (time point) by 2, for every row. It is also equivalent to

```
self [row, col] * 2
```

which tells Praat to multiply the value in each row (channel) and column (time point) by 2.

**4.9.** To multiply an existing selected cosine Sound with an existing sine Sound, we select the cosine Sound and do

```
self * object ["Sound sine"]
```

or

```
self * object [5]
```

if the sine Sound happens to have the ID 5 in the list (**5. Sound sine**).

**4.10.** The product of the sine and the cosine is again a sine wave, with twice the frequency of the original sine and cosine. In fact,  $\sin(2\pi 377 t) \cdot \cos(2\pi 377 t) = \frac{1}{2} \sin(2\pi \cdot 2 \cdot 377 t)$ .