

I will avoid stating the formal definition of rings and fields in the lecture, but here it is in case you want to know.

Definition of a Ring. A ring is a set R together with two binary operations

$$+ : R \times R \rightarrow R \quad \text{and} \quad \cdot : R \times R \rightarrow R$$

and two special elements $0, 1 \in R$ ($0 \neq 1$) that satisfy the following eight axioms:

- (F1) $\forall a, b \in R, a + b = b + a$
- (F2) $\forall a, b, c \in R, a + (b + c) = (a + b) + c$
- (F3) $\forall a \in R, 0 + a = a$
- (F4) $\forall a \in R, \exists b \in R, a + b = 0$
- (F5) $\forall a, b \in R, ab = ba$
- (F6) $\forall a, b, c \in R, a(bc) = (ab)c$
- (F7) $\forall a \in R, 1a = a$
- (F8) $\forall a, b, c \in R, a(b + c) = ab + ac$

Definition of a Field: We say that a ring R is a field if it satisfies one additional axiom:

$$(F9) \quad \forall 0 \neq a \in R, \exists b \in R, ab = 1$$

Remarks:

- Some people omit axiom (F5) from the definition of a ring. Then the definition also includes *non-commutative* rings like the ring of square matrices. I find it more convenient to include (F5) in the definition and to explicitly remove it when necessary.
- Some people even omit axiom (F7) from the definition. I have less sympathy for that kind of thing.
- This definition is purely formal. An abstract ring doesn't need to have any kind of meaning or interpretation. In practice, however, we will always be talking about rings of integers (\mathbb{Z}) or polynomials ($\mathbb{F}[x]$ where \mathbb{F} is \mathbb{Q} , \mathbb{R} , or \mathbb{C}).
- The advantage of having a formal definition is that it forces us to see bigger patterns and ultimately it allows us to go further by compactifying large areas of mathematics into a tiny space.
- The axioms are just the beginning. From them one can develop a whole universe of "ring theory". To see what I mean, look at the table of contents of the book "Commutative Ring Theory" by Hideyuki Matsumura.

Exercise: Let R be a ring. Prove that for all $a \in R$ we have

$$0a = 0.$$