

Complex Analysis

1. Singularities at Infinity

For f , let $g(z) = f(1/z)$. If g has a singularity at 0, then f has a singularity at ∞ .

2. The Residue Theorem

Let G be a region (open and connected), ∂G be piecewise C^1 . Let $f \in Hol(Cl(G) - \{z_1, \dots, z_n\})$, with $z_i \in G$. Then

$$\int_{\partial G} f(z) dz = 2\pi i \sum_{k=1}^n Res_{z_k} f$$

Note: f holomorphic on a closed set K means \exists open $\Omega, K \subset \Omega, f \in Hol(\Omega)$

PROOF. Trivial for one singularity and simple regions of G (such as triangles, ovals, etc.). In general, we triangularize the region G as $G = \cup_j \Delta_j$, where δ_j contains no more than one singular point z_k . Then

$$\int_{\partial G} f(z) dz = \sum_j \int_{\Delta_j} f(z) dz = 2\pi i \sum_{k=1}^n Res_{z_k} f.$$

We should note that this proof assumes the existence of triangulation of a region G , a fundamental fact from topology. \square

3. Defining log in \mathbb{C}

Let $z = |z|e^{i\theta}$. Then $Log(z) = \ln |z| + i(\theta + 2\pi k), k \in \mathbb{Z}$. Now let Ω be a simply connected and connected region, with $0 \notin \Omega$, and let $z_0 \in \Omega$. We now define

$$\log(z) := Log(z_0) + \int_{z_0}^z \frac{f'(\xi)}{f(\xi)}$$

4. The Argument Principle

Let G be a bounded region with piecewise C^1 boundary, and let $z_k \in G$ for $k \in (1, \dots, n)$, and $p_j \in G, j \in (1, \dots, m)$. Let $f \in Hol(Cl(G) - \cup p_k)$, with poles at p_k , and zeroes at z_k inside of ∂G . Then

$$\int_{\partial G} \frac{f'(z)}{f(z)} dz = 2\pi i (\text{number of zeroes} - \text{number of poles})$$

including multiplicity.

PROOF. We have

$$f(z) = (z - z_k)^d g(z), \quad g(z_k) \neq 0.$$

Then we compute

$$\frac{f'(z)}{f(z)} = \frac{d(z - z_k)^{d-1}g(z)}{(z - z_k)^d g(z)} + \frac{(z - z_k)^d g'(z)}{(z - z_k)^d g(z)}.$$

The first term is a simple pole $\frac{d}{z - z_k}$, while the second is just a removable singularity. The proof follows from repeating this process, which obtains all zeroes with multiplicity, and integrating the entire expression. \square