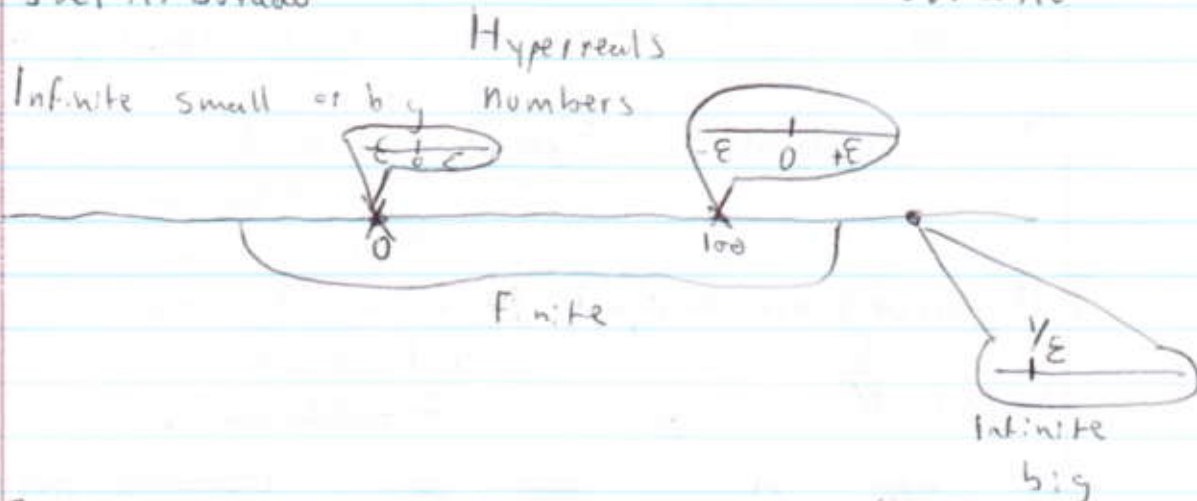


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08/30/10



Three principles of Hyperreal numbers (Hyperreal number facts)

- (1.5) Extension Principle
- (1.5) Transfer Principle
- (1.5) Standard Part Principle

#### Extension Principle

1. The set of real numbers in the real line belongs as a subunit of the hyperreal line.

Also: • The real line is a subset of the hyperreal line.  
The  $<$  ordering of reals doesn't change when we look at hyperreals instead of reals.

E.g.  $2 < 3$  is still true

• Functions (like  $\cos$ ,  $\sqrt{\quad}$ , ...) and algebra operations ( $+$ ,  $-$ ,  $\cdot$ ,  $/$ , powers), all are defined by hyperreals and they agree with the "old" real functions and operations.

E.g.  $2+3=5$  is still true.

2. Transfer Principle: "Real statements" like " $x+y = y+x$  is always true" or " $0 < x < y$  then  $0 < \frac{1}{y} < \frac{1}{x}$ " or " $\sqrt{x}$  is defined

for all  $x \geq 0$ ", etc. are true of the reals  
if and only if they are true of the hyperreals.

"Trickier transfers": Every real number is finite  
 $\rightarrow$  Every hyperreal number is hyperfinite.

\* Hyperreals are designed to mimic the reals.

Suppose  $\epsilon$  is a positive infinitesimal.

Is  $\sqrt{\epsilon} = \epsilon$  or  $\sqrt{\epsilon} < \epsilon$  or  $\boxed{\sqrt{\epsilon} > \epsilon}$ ?

If  $0 < x$  and  $x$  is a real, then  $\sqrt{x} < x$

Transfer:

If  $x > 1$  and  $x$  is a real, then  $x > \sqrt{x}$

However, if  $0 < x < 1$  and  $x$  is real, then  $\sqrt{x} > x$ .

Transfer:  $0 < \epsilon < 1$ , so  $\epsilon < \sqrt{\epsilon}$

Rules present in book pg 30 & 31

E.g. If infinite hyperreal  $> 0$

Claim  $\sqrt{H+1} - \sqrt{H-1}$  is infinitesimal.

$$\sqrt{1000001} - \sqrt{999999} = .001$$