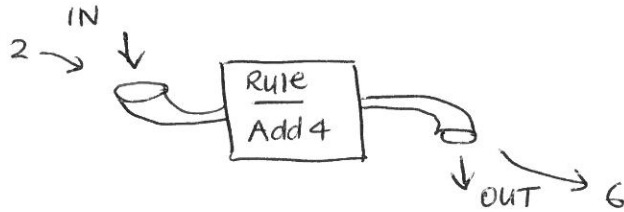


Functions

A function is a rule.

- Function machine:



Input	2	-1	0	x
Output	6	3	4	$x+4$

We say

$$f(2) = 6$$
$$f(-1) = 3$$
$$f(0) = 4$$
$$f(x) = x + 4$$

↑ ↗
input output

↗

- Functional notation

- x represents the input, not the letter x .

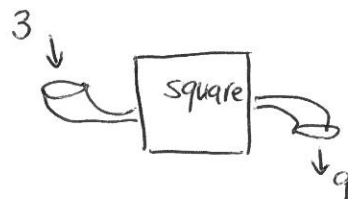
- Learn to describe functions using words.

eg $f(x) = x + 4 \rightarrow$ Add 4 to input

$f(x) = x^2 \rightarrow$ square the input

$$\text{so } f(3) = 3^2 = 9$$

$$f(7) = 7^2 = 49$$



Eg

a) $f(x) = x^2 + 1$ ← square, then add 1

b) $f(x) = (x+1)^2$ ← add 1, then square

c) $f(x) = x^2 + x$ ← square input then add to itself

same as $f(t) = t^2 + t$
 ↑
 input

-x, t are telling us what to do with input

Eg2) $f(t) = t^2 + t$

To Evaluate $f(-2)$ we apply this rule to input -2.

a) ie: $f(-2) = (-2)^2 + (-2)$
 $= 4 - 2$
 $= 2$

b) $f(0) = 0^2 + 0 = 0$

c) $f(\frac{1}{2}) = (\frac{1}{2})^2 + (\frac{1}{2}) = \frac{1}{4} + \frac{1}{2}$
 $= \frac{3}{4}$

↑
we have been substituting values into our function

Ways of Representing Functions

1. Algebraic Expression
(Function Notation)

$$f(x) = x + 4$$

$g(x) = x + 4$ tells us the same thing

$g(t) = t + 4$ " " " " "



g is a function of x

g is a function of t

2. Table of Values

x	0	1	2
$f(x)$	4	5	6

↑
we get specific inputs + output here.
so we can think of this graphically.

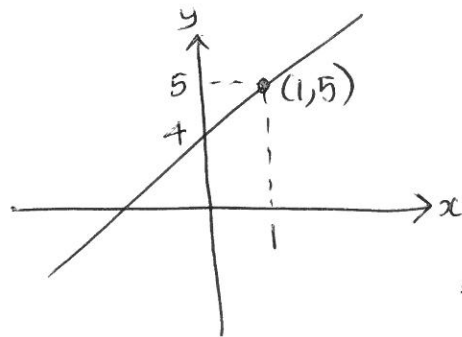
3. Graphically

- we plot points (x, y)
↑ input ↑ output

we say $y = f(x) = x + 4$ and

x	0	1	2
y	4	5	6

↑
points on graph

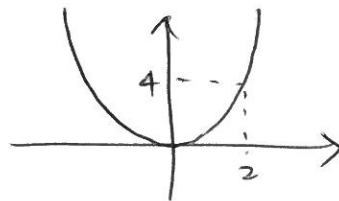


↑ can see inputs on x axis
+ corresponding outputs
on y axis

- recognise this as the line $y = x + 4$
or $f(x) = x + 4$

- Lines are functions
- Quadratics are functions

$$f(x) = x^2$$



when we write $y = f(x)$ we say

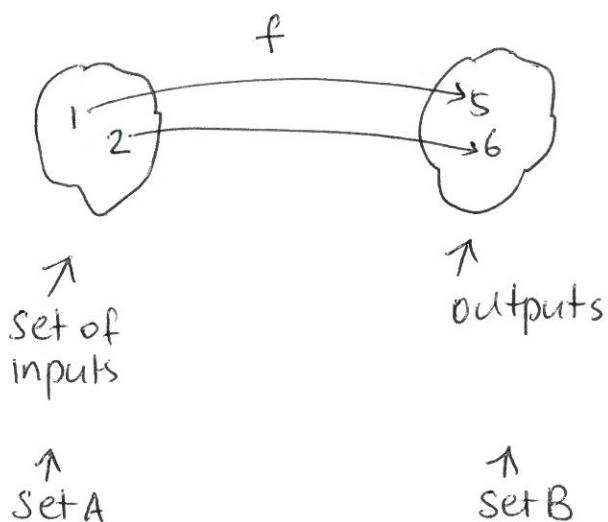
"y is a function of x"

"y is determined by x"

"y depends on x"

we say $x =$ independent variable
 $y =$ dependent variable

4. As a mapping



$$f(x) = x + 4$$

f takes values in one set and "maps" it to values in the other.

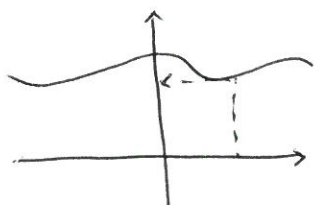
We say $f: A \rightarrow B$

Definition of a function

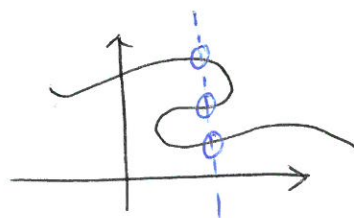
A function is a rule that assigns each element in a set A , to exactly one other element in set B .

ie: For every input, we get a single output

Graphically:



This is a function



This is NOT a function

↑
use "vertical line test" to see this.

Domain + Range

Domain = all possible values we can put into a function
ie: set of inputs (x-values)

Range = all the values that come out of a function
ie: set of outputs (y-values)

- think of a function as a mapping when we talk about domain + range.

We write: $f: A \rightarrow B$
 \uparrow \uparrow
 Domain contains
 range \leftarrow Codomain
 (given)

eg: $f: \mathbb{R} \rightarrow \mathbb{R}$ where $f(x) = x+4$

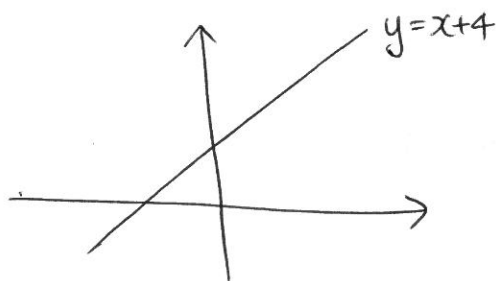
\uparrow Here f takes real n^os + maps them to real n^os.

Domain = \mathbb{R}

Codomain = \mathbb{R}

We also know Range = \mathbb{R}

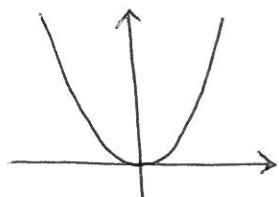
+ we can see this from the graph



note: $f: D \rightarrow \mathbb{R}$ we say f is a real valued function
(since its output is real n^os)

So domain = values we start from
codomain = everything we could go to
range = everything we do go to.

eg: $f: \mathbb{R} \rightarrow \mathbb{R} \quad f(x) = x^2$



Dom = \mathbb{R}

↖ every real n^0 can
be put into this function

But notice the outputs are ≥ 0
No neg numbers come out.

\therefore Range = $[0, \infty)$ ← interval notation

= $\{ y \in \mathbb{R} : y \geq 0 \}$



Remember set notation

- Finding Domains \rightarrow look out for problems.

eg: $\sqrt{\infty}$

↖
cant be neg

$\frac{1}{\infty}$

↖
cant be 0

- Finding Ranges \rightarrow depends on what we put in (domain)
 \rightarrow graph is often helpful

eg Find the domain + range of $f(x) = \sqrt{x-2}$

Domain: Need $x-2 \geq 0$
 $x \geq 2$

$$\therefore \text{Dom} = [2, \infty) = \{x \in \mathbb{R} : x \geq 2\}$$

Range: start with values we can put in

when $x=2$, $f(x) = \sqrt{0} = 0$

$x=3$ $f(x) = \sqrt{1} = 1$

$x=4$ $f(x) = \sqrt{2} = 1.4$

\vdots

\vdots

\downarrow
as x
increases

\downarrow
y values increase
(slowly)

- the smallest y will be is 0
- then will keep increasing

$$\therefore \text{Range} = \{y \in \mathbb{R} : y \geq 0\}$$

In fact the graph of this looks like:

