Computational Thinking

Discrete Mathematics

Number Theory Topic 04 — Relations and Functions

Logic

Lecture 05 — Library of Functions

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Collections

Graphs and Networks

Outline

- Graphical representation on the plane
- Preview of useful functions

Enumeration

Relations & Functions

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1. Graphical Representation on the 2D Cartesian Plane

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2. Library of Functions

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Motivation

To date we have covered two graphical representations of functions (relations):

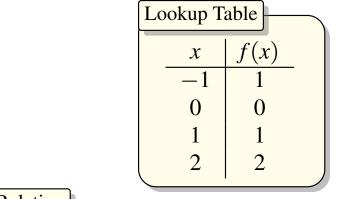
- Venn diagram two sets representing the source and target with arrow(s) going from elements in the source to elements in the target if the pair are related.
- Diagraph Applicable when the source and target are identical. Each node represents an element in the source, with directed arrow between nodes if they are related.

These representations are effective when dealing with discrete, finite sets. However, when dealing with continuous or infinite sets it is usually more informative if we use graphical representations based on representing pairs in the function (relation) by points on the 2D Cartesian plane:

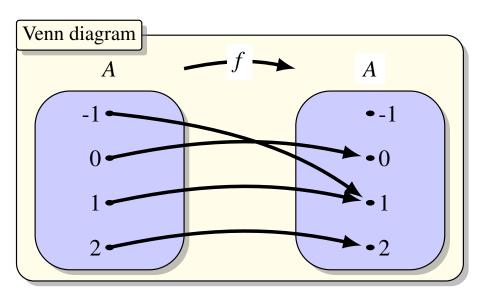
- The representation of functions on the 2D Cartesian plane is a major part of next semester's module, *Calculus*.
- So for now we will just demonstrate it via a few examples.

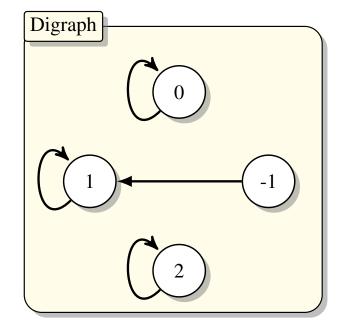
Example — Function on a Discrete, Finite Set

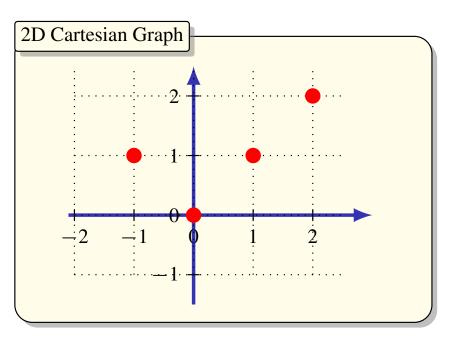
Consider the function f on set $A = \{-1, 0, 1, 2\}$ with rule $x \mapsto -\frac{x^3}{3} + x^2 + \frac{x}{3}$. This function can be represented using



Relation
$$f = \{(-1, 1), (0, 0), (1, 1), (2.2)\}$$



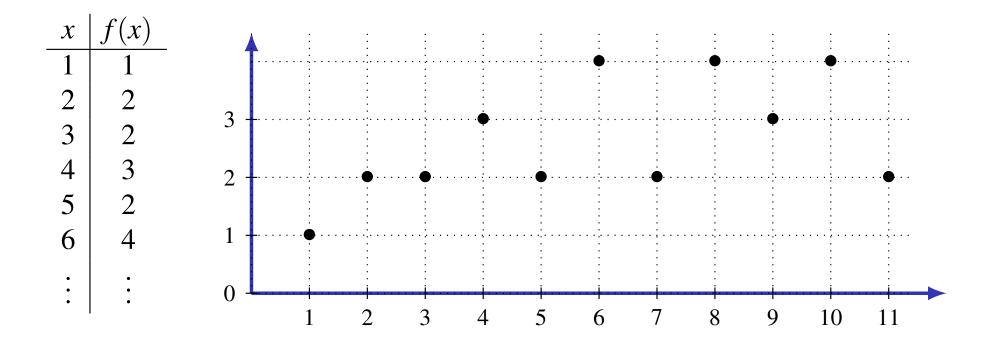




Example — Function on a Discrete Infinite Set

Consider the function on $A = \mathbb{N} \setminus \{0\}$ defined by

$$f: A \rightarrow A: x \mapsto$$
 number of factors of x



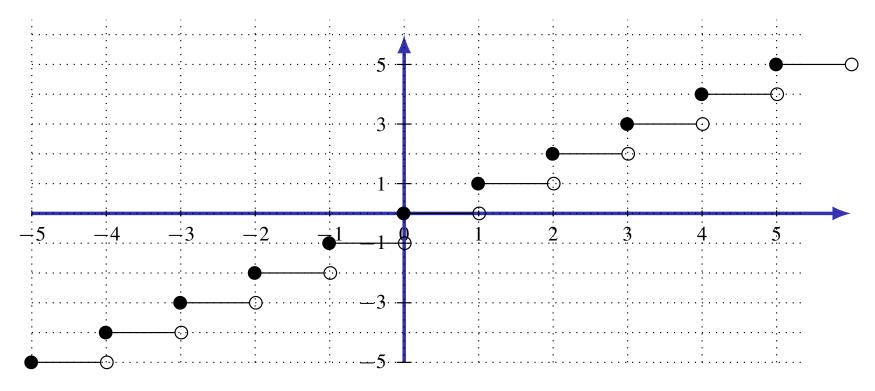
- Both representations are only a finite sample of an infinite set difficult, if not impossible, to be representative.
- Note, in 2D Cartesian graph, it is easy to spot the primes.

Example — Function on a Continuous Infinite Set

Consider the function on \mathbb{R} defined by

$$f: \mathbb{R} \to R: x \mapsto \lfloor x \rfloor$$

where |x| represents the floor function*



• Solid dot means end point is included, while empty dot means end point is excluded.

^{*}returns the greatest integer that is less than or equal to the input.

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 Graphical 	Repre	esentation	on the	2D	Carte	esian	Plane
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2. Library of Functions

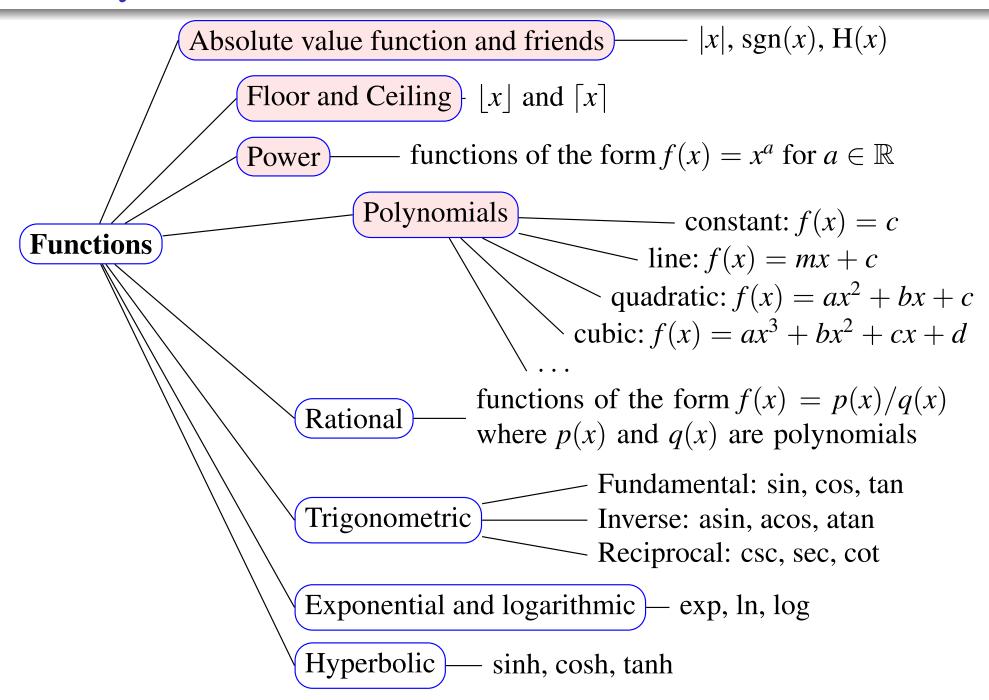
Motivation

While our focus in this module is discrete mathematics, and so we are mainly interested in functions on discrete sets. The functions over real numbers that you covered in at second level are also important. For example,

- The running time of algorithms (number of steps required) is usually written as a polynomial, a log, or an exponential.
- The Heaviside is used to model on/off switches.
- The trigonometric functions are used in 3D graphics.
- ...

These functions are cover properly in next semester *Calculus* module. Here, in the following slides, I have a very quick and superficial reminder of some of the more important functions.

Library of Functions



Absolute Value Function and Friends

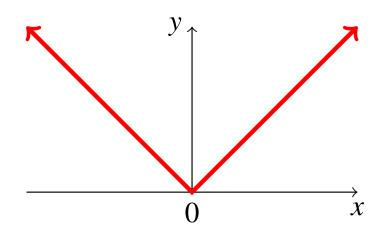
Definition 1 (Absolute Value Function)

The *absolute value* function is defined over \mathbb{R} as

$$|x| = \sqrt{x^2}$$
 or equivalently as

$$|x| = \begin{cases} -x, & x < 0 \\ x, & x \ge 0 \end{cases}$$

- Satisfies properties
 - $|x| \ge 0$
 - $|x| = 0 \iff x = 0$
 - $\bullet |xy| = |x||y|$
 - $\bullet |x+y| \le |x| + |y|$
- Useful for representing distances, e.g., |x - c| = a represents the set of points that are exactly a units distance from c.



Definition 2 (Signum function)

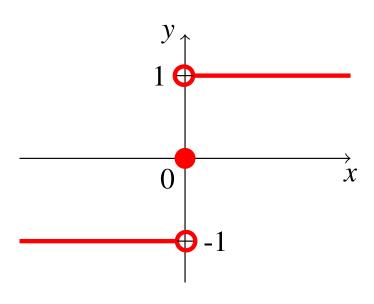
The *signum* function is defined as

$$sgn(x) \begin{cases} -1, & x < 0 \\ 0, & x = 0 \\ 1, & x > 0 \end{cases}$$

• Alternative definition is

$$\operatorname{sgn}(x) = \begin{cases} |x|/x, & x \neq 0 \\ 0, & x = 0 \end{cases}$$

• Some definitions of sgn(x) have sgn(0) as undefined. Again, this is not a big deal as long as everyone knows which definition is used.

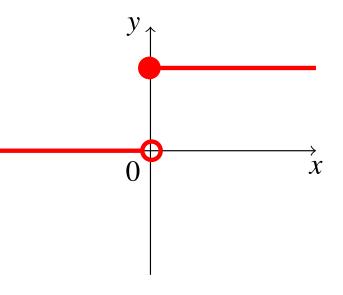


Definition 3 (Heaviside functions)

A *Heaviside* function, H(x), is defined as

$$H(x) \begin{cases} 0, & x < 0 \\ 1, & x \ge 0 \end{cases}$$

- The Heaviside function is used to represent a switch turning on at a particular point.
- Alternative definitions using absolute and/or the signum function are possible
- Some definitions set H(0) = 1/2. Again, this is not a big deal as long as everyone knows which definition is used.
 The version defined above is called the right continuous Heaviside function.



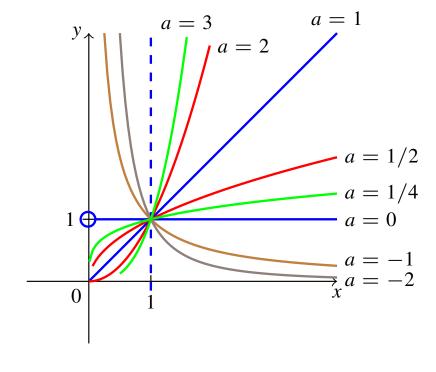
Definition 4 (Power function)

A function of the form

$$f:(0;\infty)\to(0;\infty):x\mapsto x^a$$

with real constant exponent $a \in \mathbb{R}$, is called a *power function*.

- The domain can be extended for particular values of the exponent. *a*. For example
 - If $a \in \mathbb{N} \setminus \{0\}$ then $Dom(f) = \mathbb{R}$. eg x, x^2, \dots
 - If $a \in \mathbb{Z}$ with odd denominator then $Dom(f) = \mathbb{R} \setminus \{0\}.$ eg $x^{\frac{1}{3}}, x^{-\frac{2}{5}}, \dots$



Polynomials

Definition 5 (Polynomial Function)

A function $f : \mathbb{R} \to \mathbb{R}$ whose formula is of the form

$$f(x) = a_n x^n + a_{n-1} x^{n-1} + \dots + a_1 x + a_0,$$

with coefficients $a_k \in \mathbb{R}$, $a_n \neq 0$, is called a *polynomial function* of degree n.

General Properties >

- A polynomial of degree n has up to n roots (zeros/solutions) and up to n-1 local minima/maxima.
- 2 The behaviour for |x| large is determined by the leading order term: $a_n x^n$.
- The behaviour for |x| small (near zero) is determined by the lowest order non-zero coefficient: a_0 or a_1x or a_2x^2 etc.

Polynomials are important as they are easy to manipulate, implement on a computer, versatile, and can efficiently model any finite, bounded, smooth curve.

Polynomials

> Case n=0: constant >

• If n = 0 then

$$f(x) = c$$

for some real constant coefficients c, this is called a *constant function*.

$$\rightarrow$$
 Case $n = 1$: afine \rightarrow

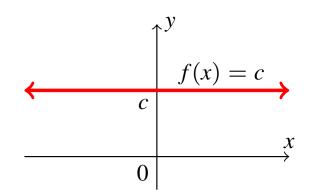
• If n = 1 then

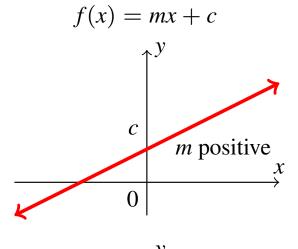
$$f(x) = mx + c$$

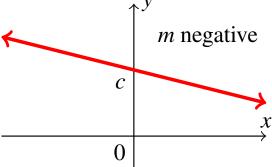
for some real constant coefficients, $m \neq 0$ and c, this is called an *affine* function with slope m, and intercept c.

$$slope = \frac{difference in output}{difference in input}$$

• Single root at x = -c/m







Case n = 2: quadratic

• If n = 2 then

$$f(x) = ax^2 + bx + c$$

for some real constant coefficients, $a \neq 0$, b and c, this is called an quadratic function.

• Has canonical form

$$f(x) = a\left(x + \frac{b}{2a}\right)^2 - \frac{b^2 - 4ac}{4a}$$

(Used to locate local extrema and range.)

Has roots at

$$\frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

