# MAT1830

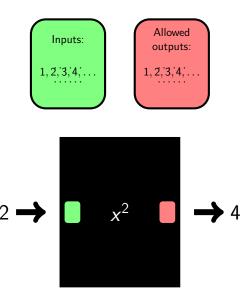
Lecture 13: Functions

### Functions - why should you care?

The concept of a function is extremely important in both computer science and maths.

- ► Functions (subroutines) in programming are closely related to functions in the mathematical sense.
- ► In the case of functional programming languages (eg. Lisp, Haskell, Rust) they are exactly functions in the mathematical sense.
- ► Functions are used to define a lot of important concepts in maths and theoretical computer science.

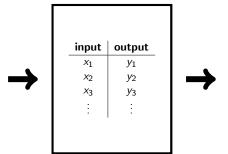
A function can be thought of as a "black
box" which accepts inputs and, for each input,
produces a single output.



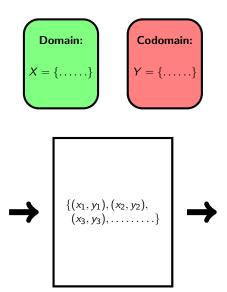
• Each input produces exactly one output. (Always the same output for a given input.)





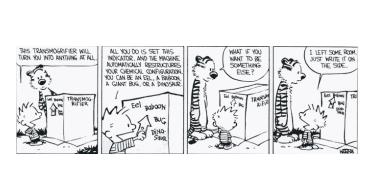


• Each input produces exactly one output. (Always the same output for a given input.)



A set of ordered pairs from  $X \times Y$  that contains exactly one ordered pair (x, y) for each  $x \in X$ .

<b>Remember:</b> The domain and codomain are part of the function and must always be defined.



#### 13.1 Defining functions via sets

Formally we represent a function f as a set X of possible inputs, a set Y so that every output of f is guaranteed to be in Y, and a set of (input,output) pairs from  $X \times Y$ . The vital property of a function is that each input gives exactly one output.

A function f consists of a domain X, a codomain Y, and a set of ordered pairs from  $X \times Y$  which has exactly one ordered pair (x,y) for each  $x \in X$ . When (a,b) is in this set we write f(a) = b. The set of y values occurring in these pairs is the image of f.

Note that the image of a function is always a subset of its codomain but they may or may not be equal.

If the image of a function is equal to its codomain, we say the function is *onto*.

Formally, a function consists of a domain X, a codomain Y, and a set of ordered pairs from  $X \times Y$  which has exactly one ordered pair (x, y) for each  $x \in X$ .

The set of y values occurring in these ordered pairs is called the *image* of the function.

The image is always a subset of the codomain but they may not be equal. If they are equal we say the function is *onto*.

"f is a function with domain X and codomain Y" is shortened to

$$f:X\to Y.$$

**Example** Let  $f : \{0, 1, 2, 3\} \rightarrow \{0, 1, 2, 3, 4, 5, 6\}$  be defined by f(x) = 2x.

X	f(x)
0	0
1	2
2	4
3	6

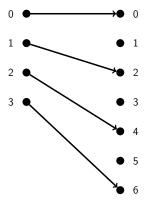
The set of ordered pairs defining f is  $\{(0,0),(1,2),(2,4),(3,6)\}$ .

**Example** Let  $f : \mathbb{R} \to \mathbb{R}$  be defined by f(x) = 2x.

The set of ordered pairs defining f is  $\{(x,2x):x\in\mathbb{R}\}.$ 

# Arrow diagrams

**Example** Let  $f : \{0, 1, 2, 3\} \rightarrow \{0, 1, 2, 3, 4, 5, 6\}$  be defined by f(x) = 2x.



The image of f is  $\{0, 2, 4, 6\}$ . (So f is not onto.)

Why don't we always set the codomain equal to the image?

Think about  $f : \mathbb{R} \to \mathbb{R}$  defined by  $f(x) = x^8 + 102x^7 - 7x^5 + 20x^4 - 100x + 7$ .

We've set the codomain to  $\mathbb R$  and that's fine - certainly  $f(x) \in \mathbb R$ .

What is image of f? Hard to find and probably ugly.

Another reason is that " $\mathbb{R} \to \mathbb{R}$  functions", for example, make a nice class to consider.

**Question** What set of ordered pairs does  $f:\{0,1,2,3\}\to\mathbb{N}$  defined by  $f(x)=x^2$  correspond to?

 $\{(0,0),(1,1),(2,4),(3,9)\}.$ 

Flux Exercise (LQMTZZ)

Which of the following sets of ordered pairs correspond to functions from  $\{0,1,2\}$  to  $\mathbb{R}$ ?

$$S = \{(0,7), (2,\pi)\}$$

$$T = \{(0,7), (1,1), (2,\pi)\}$$

$$U = \{(0,7), (1,4), (2,\pi), (2,3)\}$$

A. Just T
B. S and T

C. T and U

D. All of them

### **Answer:**

Not S – it doesn't have an ordered pair with first coordinate 1.

Not U – it has two ordered pairs with first coordinate 2.

But T is fine.

So A.

#### Examples.

1. The squaring function square (x)=  $x^2$  with domain  $\mathbb{R},$  codomain  $\mathbb{R},$  and pairs

$$\{(x, x^2) : x \in \mathbb{R}\},\$$

which form what we usually call the plot of the squaring function.

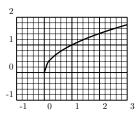


The image of this function (the set of y values) is the set  $\mathbb{R}^{\geqslant 0}$  of real numbers  $\geqslant 0$ .

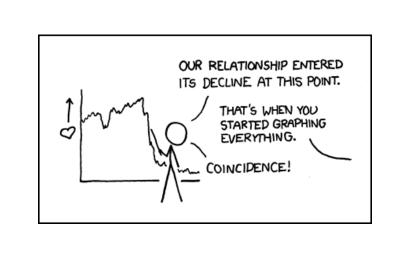
# $\operatorname{sqrt}: \mathbb{R}^{\geq 0} \to \mathbb{R}$

2. The square root function  $\mathrm{sqrt}(x)=\sqrt{x}$  with domain  $\mathbb{R}^{\geqslant 0},$  codomain  $\mathbb{R},$  and pairs

$$\{(x,\sqrt{x})\ :\ x\in\mathbb{R}\ \mathrm{and}\ x\geqslant 0\}.$$

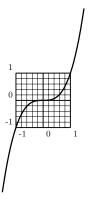


The image of this function (the set of y values) is the set  $\mathbb{R}^{\geqslant 0}$ .



3. The cubing function  $\mathrm{cube}(x) = x^3$  with domain  $\mathbb{R}$ , codomain  $\mathbb{R}$ , and pairs

$$\{(x, x^3) : x \in \mathbb{R}\},\$$



The image of this function is the whole of the codomain  $\mathbb{R}$ , so it is onto.

# **Question 13.1** Which of the following rules define functions?

For each non-empty set S of natural numbers, let f(S) be the least member of S.

Yes.

▶ For each set X of real numbers between 0 and 1, let g(X) be the least member of X.

No -  $g({x : x \in \mathbb{R} \text{ and } \frac{1}{2} < x < 1})$  is not defined.

For each circle C in the (x, y) plane, let h(C) be the minimum distance from C to the x axis.

Yes.

# Question 13.1 (cont.) Which of the following rules define functions?

▶ For a pair A, B of sets of real numbers let s(A, B) be the smallest set which has both A and B as subsets.

Yes (depending on your interpretation of "smallest").  $s(A, B) = A \cup B$ .

▶ For a pair A, B of sets of real numbers let t(A, B) be the largest set which is a subset of both A and B.

Yes (depending on your interpretation of "largest").  $t(A, B) = A \cap B$ .

### 13.2 Arrow notation

If f is a function with domain A and codomain B we write  $f:A\to B,$ 

and we say that 
$$f$$
 is from  $A$  to  $B$ .

For example, we could define

square : 
$$\mathbb{R} \to \mathbb{R}$$
.

We could also define

square : 
$$\mathbb{R} \to \mathbb{R}^{\geqslant 0}$$
.

cube : 
$$\mathbb{R} \to \mathbb{R}$$
.

However we could not define

cube : 
$$\mathbb{R} \to \mathbb{R}^{\geqslant 0}$$
,

because for some  $x \in \mathbb{R}$ , cube(x) is negative. For example, cube(-1) = -1. **Question 13.2** Which of the following functions can be defined on the whole of  $\mathbb{R}$ , so that the function values also lie in  $\mathbb{R}$ ?

(In other words, which can be  $\mathbb{R} \to \mathbb{R}$  functions?)

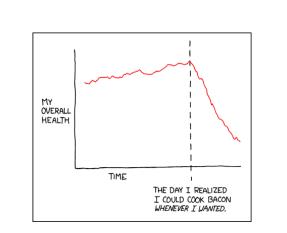
 $x^2$  Yes.

 $\frac{1}{x}$  No - undefined for x = 0.

 $\log(x)$  No - undefined for  $x \leq 0$  (because  $e^x > 0$  for all  $x \in \mathbb{R}$ ).

 $\sqrt{x}$  No - undefined for x < 0.

 $\sqrt[3]{x}$  Yes.



#### 13.3 One-to-one functions

A function  $f:X\to Y$  is one-to-one if for each y in the image of f there is only one  $x\in X$  such that f(x)=y.

For example, the function  $\mathrm{cube}(x)$  is one-to-one because each real number y is the cube of exactly one real number x.

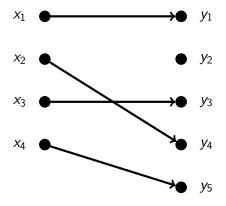
The function square:  $\mathbb{R} \to \mathbb{R}$  is not one-toone because the real number 1 is the square of two different real numbers, 1 and -1. (In fact each real y > 0 is the square of two different real numbers,  $\sqrt{y}$  and  $-\sqrt{y}$ )

On the other hand, square :  $\mathbb{R}^{\geqslant 0} \to \mathbb{R}$  is one-to-one because each real number y in  $\mathbb{R}^{\geqslant 0}$  is the square of only one real number in  $\mathbb{R}^{\geqslant 0}$ , namely

square of only one real number in  $\mathbb{R}^{\geqslant 0}$ , namely  $\sqrt{y}$ .

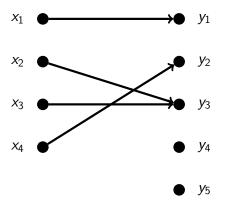
The last example shows that the domain of a function is an important part of its description, because changing the domain can change the properties of the function.

## **Question** Is the function pictured below one-to-one?



Yes.

Question Is the function pictured below one-to-one?



No.  $f(x_2) = f(x_3)$ .

### 13.4 Proving a function is one-to-one

There is an equivalent way of phrasing the definition of one-to-one: a function  $f: X \to Y$  is one-to-one when, for all  $x_1, x_2 \in X$ ,

e when, for all 
$$x_1, x_2 \in X$$
,  
 $f(x_1) = f(x_2) \Rightarrow x_1 = x_2$ .

This can be useful for proving that some functions are or are not one-to-one.

**Example.** The function  $f: \mathbb{R} \to \mathbb{R}$  given by f(x) = 6x + 2 is one-to-one because

$$x + 2$$
 is one-to-one because
$$f(x_1) = f(x_2)$$

$$\Rightarrow 6x_1 + 2 = 6x_2 + 2$$

$$\Rightarrow 6x_1 = 6x_2$$

$$\Rightarrow x_1 = x_2.$$

**Example.** The function  $f: \mathbb{R} \to \mathbb{R}$  given by  $f(x) = x^2 + 1$  is not one-to-one because f(-1) = 2 and f(1) = 2 and so

$$f(-1) = f(1).$$

To show that a function  $f:X\to Y$  is one-to-one we must show that, for all  $x_1,x_2\in X$ ,

 $x_1, x_2 \in X$ , if  $f(x_1) = f(x_2)$  then  $x_1 = x_2$ .

To show that a function  $f: X \to Y$  is \*not\* one-to-one we must show that there exist  $x_1, x_2 \in X$  such that

$$f(x_1) = f(x_2)$$
 and  $x_1 \neq x_2$ .

**Question** Is  $f: \mathbb{Z} \to \mathbb{Z}$  defined by  $f(x) = x^2 + 1$  one-to-one?

2 - x = 1 -

No. f(1)=2 and f(-1)=2 (and obviously  $1\neq -1$ )

Flux Exercise (LQMTZZ)

Which of the following functions are one-to-one?

 $f: \mathbb{N} \to \mathbb{Z}$  defined by f(x) = y where y is the least even integer greater than x.

 $g: \mathbb{N} \to \mathbb{Z}$  defined by  $g(x) = (x+6)^2 + 1$ .

A. Neither

B. Just *f* 

C. Just g

D. Both

Examples for 
$$f$$
:  $f(0) = 2$ ,  $f(1) = 2$ ,  $f(2) = 4$ ,  $f(3) = 4$ ,  $f(4) = 6$ ,  $f(5) = 6$ , ...  
Examples for  $g$ :  $g(0) = 37$ ,  $g(1) = 50$ ,  $g(2) = 65$ ,  $g(3) = 82$ ,  $g(4) = 101$ , ...

### **Answer:**

f isn't one-to-one because f(2) = f(3). g is one-to-one. Full proof on next slide.

So C.

**Example** Show  $g : \mathbb{N} \to \mathbb{Z}$  defined by  $g(x) = (x+6)^2 + 1$  is one-to-one.

### Suppose that

$$\begin{array}{rcl} g(x_1) & = & g(x_2) & \text{for some } x_1, x_2 \in \mathbb{N}. \\ \text{Then } & (x_1+6)^2+1 & = & (x_2+6)^2+1. \\ \text{So } & (x_1+6)^2 & = & (x_2+6)^2. \\ \text{So } & x_1+6 & = & x_2+6. \\ \text{(Two positive integers with equal squares are equal.)} \\ \text{So } & x_1 & = & x_2. \end{array}$$

This shows that g is one-to-one.