Foundations of Computer Science Comp109

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Part 4. Function

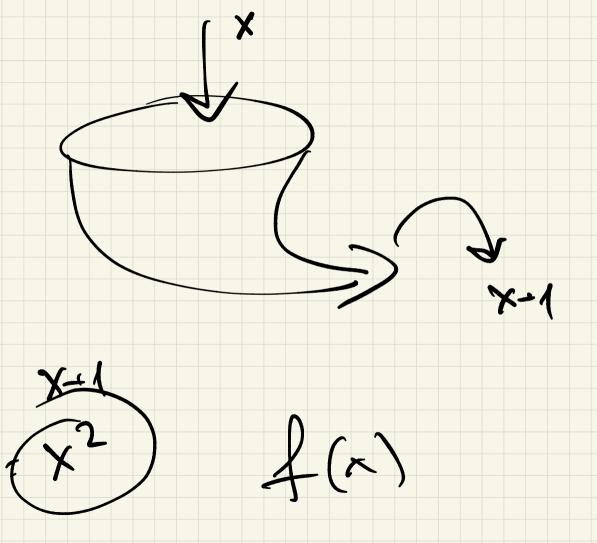
Comp109 Foundations of Computer Science

Reading

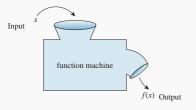
- Discrete Mathematics with Applications S. Epp, Chapter 7.
- Discrete Mathematics and Its Applications K. Rosen, Section 2.3.

Contents

- Functions: definitions and examples
- Domain, codomain, and range
- Injective, surjective, and bijective functions
- Invertible functions
- Compositions of functions
- Functions and cardinality
- Pigeon hole principle
- Cardinality of infinite sets



Functions



Examples:

$$y = x^2$$

$$y = \sin(x)$$

■ first letter of your name

Functions/methods on programming

Definition

A **function** from a set A to a set B is an assignment of exactly one element of B to each element of \overline{A} .

We write f(a) = b if b is the unique element of B assigned by the function f to the element of a.

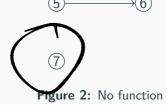
If f is a function from A to B we write $f: A \rightarrow B$.



Figure 1: A function $f: \{1, 2, 3\} \rightarrow \{4, 5, 6\}$







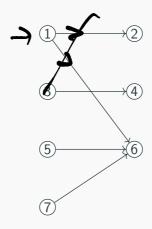
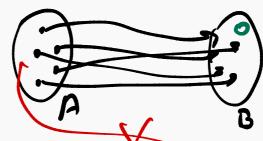


Figure 3: No function

Domain, codomain, and range



Suppose $f: A \rightarrow B$.

- \blacksquare A is called the *domain* of f. B is called the *codomain* of f.
- The *range* f(A) of f is

$$f(A) = \{f(x) \mid x \in A\}.$$

f(x) = x2 range (3) = 12 = 0

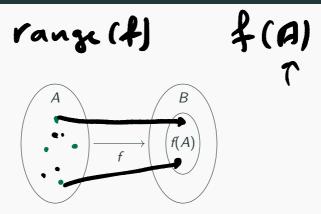
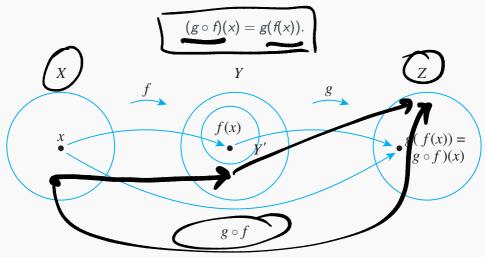


Figure 4: the range of f

Composition of functions

If $f: X \to Y$ and $g(Y) \to Z$ are functions, then their **composition** $g \circ f$ is a function from X to Z given by



 $\{3, 9, 4\}$ $\{4, 9, 4\}$ $\{4, 9, 4\}$

Example

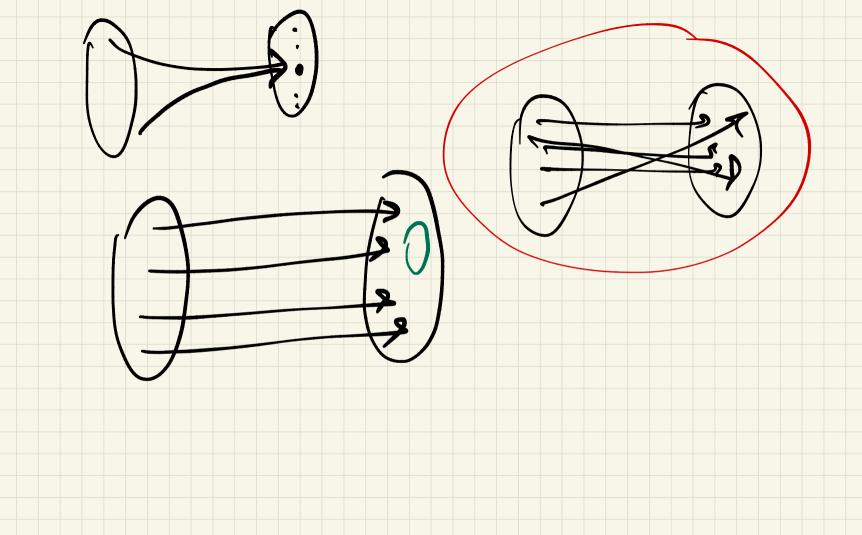
Consider $f: \mathbb{R} \to \mathbb{R}$ given by $f(x) = x^2$ and $g: \mathbb{R} \to \mathbb{R}$ given by g(x) = 4x + 3.

$$g \circ f(x) = g(f(x)) + g(x^2) = 4x^2 + 3$$

•
$$f \circ g(x) = f(g(x)) = f(4x+3)^2$$

$$\bullet \ f \circ f(x) =$$

$$g \circ g(x) = \{ \{ x + 1 \} \}$$



Injective (one-to-one) functions

Definition Let $f: A \to B$ be a function. We call f an *injective* (or *one-to-one*) function if

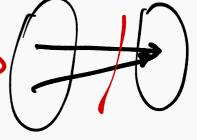
$$f(a_1) = f(a_2) \Rightarrow a_1 = a_2 \text{ for all } a_1, a_2 \in A.$$

This is logically equivalent to $a_1 \neq a_2 \Rightarrow f(a_1) \neq f(a_2)$ and so injective functions never repeat values. In other words, different inputs give different outputs.

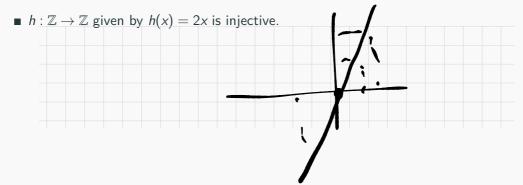
Examples

 $f: \mathbb{Z} \to \mathbb{Z}$ given by $f(x) = x^2$ is not injective.

 $h: \mathbb{Z} \to \mathbb{Z}$ given by h(x) = 2x is injective.



Prove that f(x) is not injective and h(x) = 2x is injective



More examples

lacktriangledown first_letter : People ightarrow Char



Surjective (or onto) functions

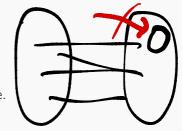
Definition $f: A \to B$ is *surjective* (or onto) if the range of f coincides with the codomain of f. This means that for every $b \in B$ there exists $a \in A$ with b = f(a).

Examples

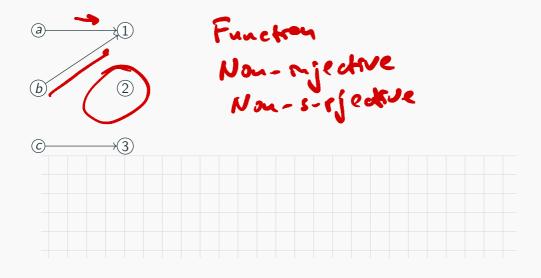
 $f: \mathbb{Z} \to \mathbb{Z}$ given by $f(x) = x^2$ is not surjective.

 $h: \mathbb{Z} \to \mathbb{Z}$ given by h(x) = 2x is not surjective.

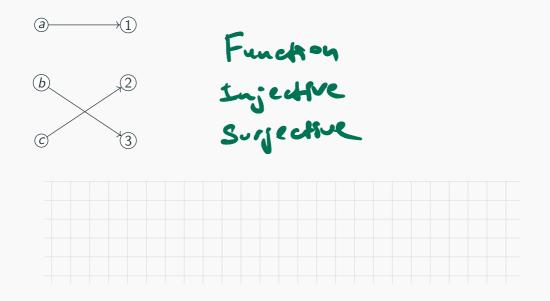
 $h':\mathbb{Q}\to\mathbb{Q}$ given by h'(x)=2x is surjective.



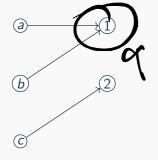
Classify $f: \{a, b, c\} \rightarrow \{1, 2, 3\}$ given by



Classify $g:\{a,b,c\} \rightarrow \{1,2,3\}$ given by



Classify $h:\{a,b,c\} \rightarrow \{1,2\}$ given by



Function Not mjecture Surjecture



Classify $h':\{a,b,c\} \rightarrow \{1,2,3\}$ given by

