

FUNCTION

The concept of a function is extremely important in mathematics and computer science

Function

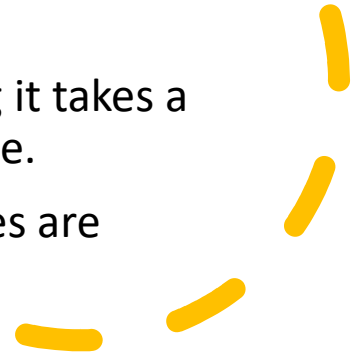
Let A and B be nonempty sets. A *function* f from A to B is an assignment of exactly one element of B to each element of A . We write $f(a) = b$ if b is the unique element of B assigned by the function f to the element a of A . If f is a function from A to B , we write $f : A \rightarrow B$.

Functions are sometimes also called **mappings** or **transformations**

Assign to each element of a set a particular element of a second set

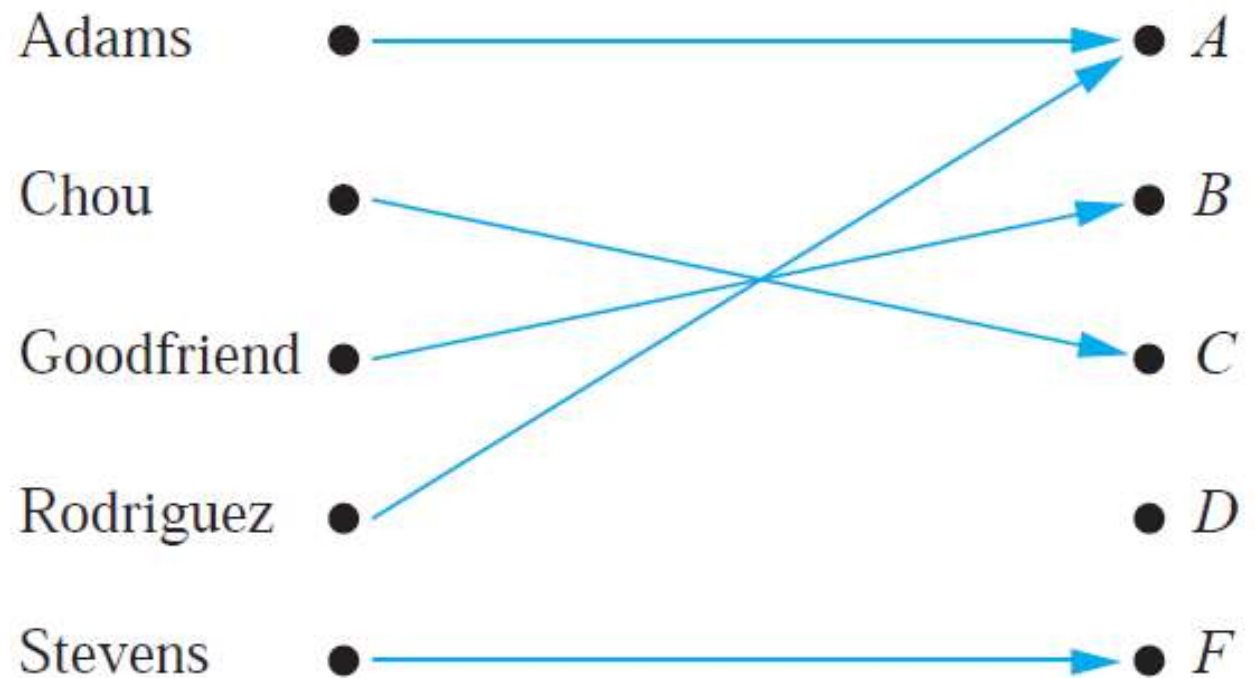
Functions are used to represent how long it takes a computer to solve problems of a given size.

Many computer programs and subroutines are designed to calculate values of functions.



Understanding
functions

Assignment of Grades in a Discrete Mathematics Class



Functions

If f is a function from A to B , we say that A is the *domain* of f and B is the *codomain* of f . If $f(a) = b$, we say that b is the *image* of a and a is a *preimage* of b . The *range*, or *image*, of f is the set of all images of elements of A . Also, if f is a function from A to B , we say that f maps A to B .

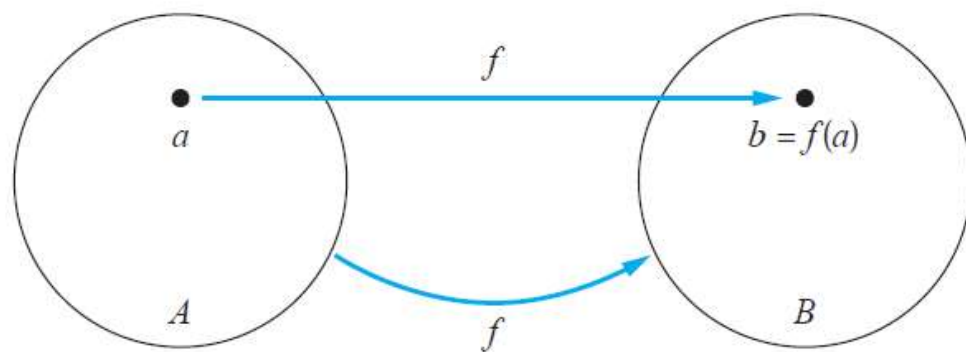


FIGURE 1 The Function f Maps A to B .

Let $A = \{a, b, c, d, e\}$ and $B = \{1, 2, 3, 4\}$ with $f(a) = 2$, $f(b) = 1$, $f(c) = 4$, $f(d) = 1$, and $f(e) = 1$. The image of the subset $S = \{b, c, d\}$ is the set $f(S) = \{1, 4\}$. ▶

Functions often specified in programming languages

```
import java.lang.*;

public class MathDemo {

    public static void main(String[] args) {

        // get two double numbers
        double x = 60984.1;
        double y = -497.99;

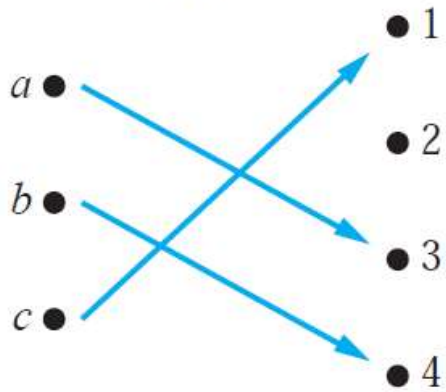
        // call floor and print the result
        System.out.println("Math.floor(" + x + ")=" + Math.floor(x));
        System.out.println("Math.floor(" + y + ")=" + Math.floor(y));
        System.out.println("Math.floor(0)=" + Math.floor(0));
    }
}
```

```
Math.floor(60984.1)=60984.0
Math.floor(-497.99)=-498.0
Math.floor(0)=0.0
```

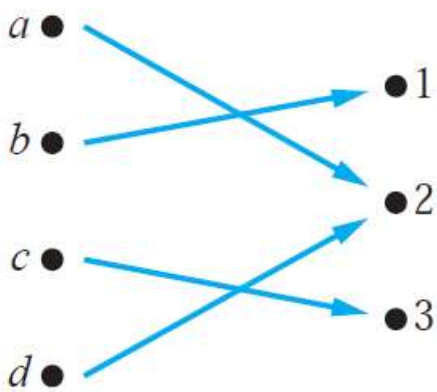
int function (float x){. . .}

Examples of Different Types of functions

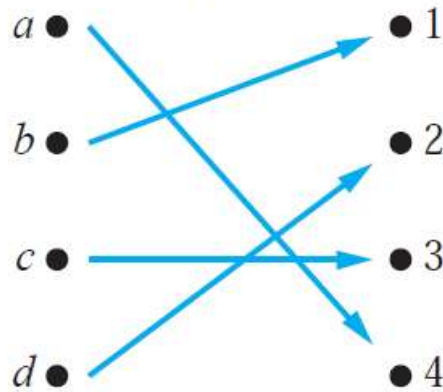
(a) One-to-one,
not onto



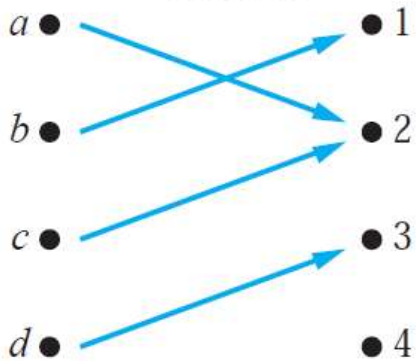
(b) Onto,
not one-to-one



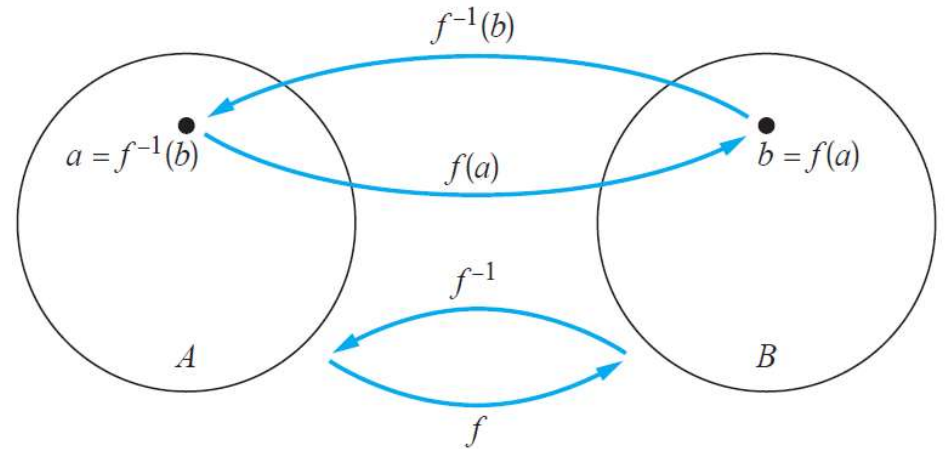
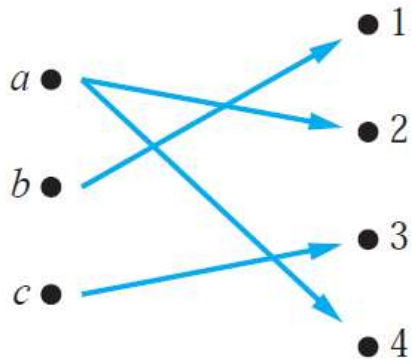
(c) One-to-one,
and onto



(d) Neither one-to-one
nor onto



(e) Not a function



The Function f^{-1} Is the Inverse of Function f .