

# Chapter 1

## Functions and Models

### 1.1 Function Basics

#### 1.1.1 Functions

##### Definition 1.1 (*Function*)

A function  $f$  is the rule that assigns to each element in a set  $D$  exactly one element, called  $f(x)$ , in a set  $E$ .

##### Notes about Definition 1.1

- We usually consider functions for which sets  $D$  and  $E$  are sets of *real numbers*.
- The set  $D$  is called **domain** of function  $f$ .
- **Domain Convention:** The domain of the function is the set of *all inputs for which the formula makes sense and gives a real-number output*.
- The number of  $f(x)$  is the **value of  $f$  at  $x$**  and is read  $f$  of  $x$ .
- The **range** of  $f$  is the set of all possible values of  $f(x)$  as  $x$  varies throughout the domain.
- A symbol that represents an arbitrary number in the domain of a function  $f$  is called an **independent variable**.
- A symbol that represents a number in the range of  $f$  is called dependent variable.
- 4 ways to represent a function: by an equation, in a table, by a graph, or in words.

##### Theorem 1.1 (*The Vertical Line Test*)

A curve in the  $xy$ -plane is the graph of a function of  $x$  if and only if no vertical line intersects the curve more than once.

If each vertical line at  $x = a$  intersects a curve only once, then exactly one function value is defined by  $f(a) = b$ . But if a line  $x = a$  intersects the curve twice, at  $(a, b)$  and  $(a, c)$ , then the curve can't represent a function because *a function can't assign 2 different values to  $a$*  according to Definition 1.1.

#### 1.1.2 Piecewise Defined Function

##### Definition 1.2 (*Piecewise Defined Function*)

a function  $f$  is called **piecewise defined function** if the function is defined by different formulas in different parts of their domains.

**Example:** A function  $f$  is defined by

$$f(x) = \begin{cases} 1-x & \text{if } x \leq 1 \\ x^2 & \text{if } x > 1 \end{cases}$$

**Example:** Absolute value function:

$$f(x) = |x| = \begin{cases} x & \text{if } x \geq 0 \\ -x & \text{if } x < 0 \end{cases}$$

### 1.1.3 Even and Odd Functions

#### Definition 1.3 (*Even Function*)

If a function  $f$  satisfies  $f(-x) = f(x)$  for every number  $x$  in its domain, then  $f$  is called an **even function**.

**Example:** The function  $f(x) = x^2$  is even because

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

#### Definition 1.4 (*Odd Function*)

If a function  $f$  satisfies  $f(-x) = -f(x)$  for every number  $x$  in its domain, then  $f$  is called an **odd function**.

**Example:** The function  $f(x) = x^3$  is odd because

$$f(-x) = (-x)^3 = -(x^3) = -f(x)$$

### 1.1.4 Increasing and Decreasing Functions

#### Definition 1.5 (*Increasing and Decreasing Functions*)

A function  $f$  is called **increasing function** on interval  $I$  If

$$f(x_1) < f(x_2) \quad \text{whenever } x_1 < x_2 \text{ for } \forall x_1, x_2 \in I.$$

It's called **decreasing function** If

$$f(x_1) > f(x_2) \quad \text{whenever } x_1 < x_2 \text{ for } \forall x_1, x_2 \in I.$$

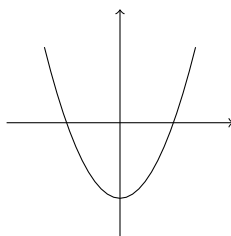


Figure 1.1: The figure of  $f(x) = 2x^2 - 1$

**Example:** For  $f(x) = 2x^2 - 1$  which is shown in Fig 1.1, it's decreasing in interval  $(-\infty, 0)$  and it's increasing in interval  $(0, +\infty)$ .