

# CSSS Math Camp Lecture 1b

Functions & Limits

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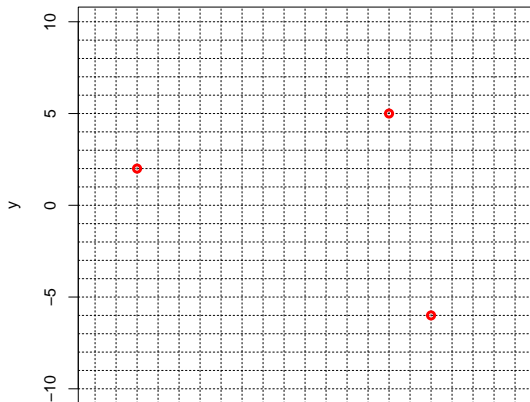
# CSSS Math Camp Lecture 1b

- ▶ Linear functions
- ▶ Other examples of functions
- ▶ Domain and range
- ▶ Continuous and piecewise functions
- ▶ Limits

# Coordinates

A pair of real numbers, written  $(x, y)$ , can be plotted on a coordinate plane. The plot has two axes:  $x$  (horizontal) and  $y$  (vertical).

**Examples:**  $(-8, 2)$ ,  $(4, 5)$ ,  $(6, -6)$



# Equation of a Line

## Linear Equations

A line is a set of points, for example the  $(x, y)$  pairs satisfying the equation  $y = 2x + 1$

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A common equation for a line is:  $y = mx + b$  where  $m$  is the *slope* and  $b$  is the *y-intercept*.

# Equation of a Line

## Linear Equations

The slope is a measure of the steepness of a line. A line with a slope 5 is steeper than a line with a with slope 2. The slope is the ratio of the difference in the two  $y$ -values to the difference in the two  $x$ -values. Commonly referred to as *rise* over *run*.

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The intercept is the value of  $y$  when  $x = 0$ . This is the vertical height where the line crosses the  $y$ -axis.



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The intercept is the value of  $y$  when  $x = 0$ . This is the vertical height where the line crosses the  $y$ -axis.

Once you have the slope, you can find the intercept by plugging in one point and the slope into the equation and then solving for the intercept.

$$b = y_1 - m \cdot x_1$$

# Equation of a Line

## Linear Equations Example

Given the points  $(2, 3)$ ,  $(7, 5)$ :

# Equation of a Line

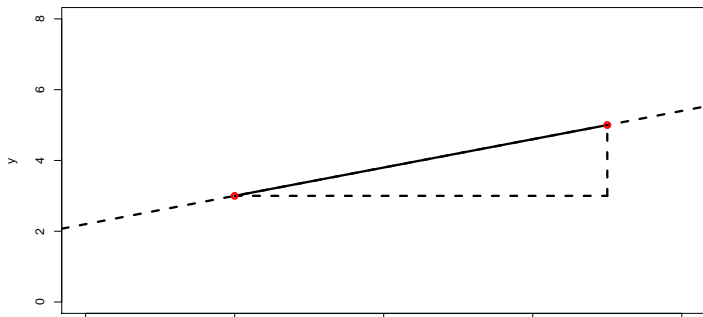
## Linear Equations Example

Given the points  $(2, 3)$ ,  $(7, 5)$ :

Slope:  $m =$

Intercept:  $b =$

Equation of the line:  $y =$



# Solving Linear Equations

Often we would like to find the *root* of a linear equation. This is the value of  $x$  that maps  $f(x)$  to 0 (where the line crosses the  $x$ -axis).

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

To find the root we need to solve

$$\begin{aligned} 0 &= mx + b \\ -b &= mx \\ \frac{-b}{m} &= x \end{aligned}$$

The value  $-b/m$  is the root of  $f(x) = mx + b$ .

# Solving Linear Equations

## Examples

We may be interested in solving linear equations for values other than zero.

Say you are at the Garage and you have \$40.00 with you. If shoes are \$7.00 and a lane is \$11.00/hr how long can you bowl?

Let's take  $x$  is hours and  $f(x)$  total price.

$$f(x) = 7 + 11x$$

How long can you bowl?

$$40 = 11x + 7$$

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How long can you bowl?

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$$40 - 7 = 11x$$

$$33 = 11x$$

$$33/11 = 3 = x$$



# Solving Systems of Linear Equations

We often are interested in finding the values of  $x$  and  $y$  where two lines cross. This is called solving the system of linear equations. A common example is supply and demand curves.

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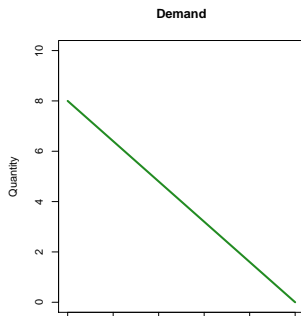
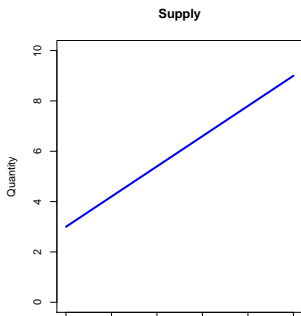
**Demand Curve:** As price increases, consumers will demand less oil.

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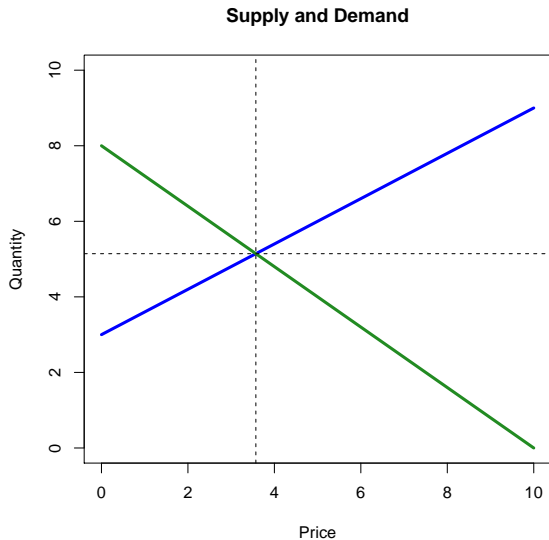
# Solving Systems of Linear Equations

There are many ways to approach solving linear equations. We are interested in finding the point  $(x, y)$  that falls on both lines. If Supply is  $y = 3 + 0.6x$  and Demand is  $y = 8 - 0.8x$  we could take the following approach:

$$3 + 0.6x = 8 - 0.8x$$

The  $y$ -value is found using either equation:

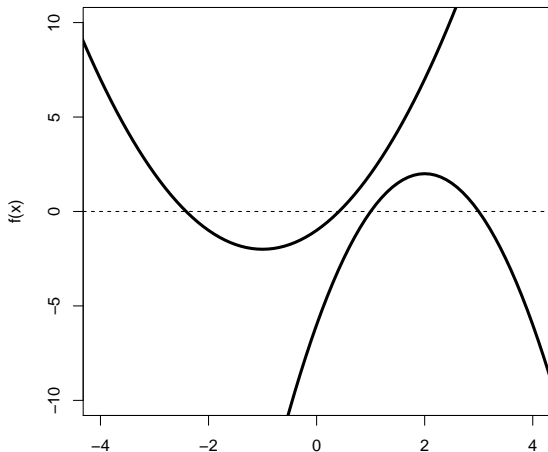
# Solving Systems of Linear Equations



# Quadratic Equations

A *quadratic* function has the form  $f(x) = ax^2 + bx + c$ . The quadratic function is associated with the parabola.

Quadratic Examples



# Quadratic Equations

## Finding Roots

For any quadratic equation  $f(x) = ax^2 + bx + c$ , we find the root(s) (values of  $x$  such that  $f(x) = 0$ ) by using the 'quadratic equation':

$$x_1 = \frac{-b + \sqrt{b^2 - 4ac}}{2a} \quad \& \quad x_1 = \frac{-b - \sqrt{b^2 - 4ac}}{2a}$$

Note: Quadratics may have only one root (both roots are the same) or no real root.



# Quadratic Equations

## Finding Roots

The value of  $b^2 - 4ac$  (called the *discriminant*) tells us how many roots the equation has

- ▶ If  $b^2 - 4ac$  is positive, there will be two roots.
- ▶ If  $b^2 - 4ac$  is zero, there will be one root.
- ▶ If  $b^2 - 4ac$  is negative, there will be no real roots.

Examples:

- ▶  $2x^2 + 4x - 16 \Rightarrow 4^2 - 4 \cdot 2 \cdot (-16) = 144$ ; 2 roots; factors
- ▶  $3x^2 - 2x + 9 \Rightarrow (-2)^2 - 4 \cdot 3 \cdot 9 = -104$ ; no real roots

# Quadratic Equations

## Factoring and FOIL

Many quadratic equations can be factored into a more simple form. For example:

$$2x^2 - 6x - 8 = (x - 4)(2x + 2)$$

To see that they are equivalent we can FOIL.

- ▶ **F**irst:  $x \cdot 2x = 2x^2$
- ▶ **O**uter:  $x \cdot 2 = 2x$
- ▶ **I**nnner:  $-4 \cdot 2x = -8x$
- ▶ **L**ast:  $-4 \cdot 2 = -8$

Thus,  $(x - 4)(2x + 2) = 2x^2 + 2x - 8x - 8 = 2x^2 - 6x - 8$

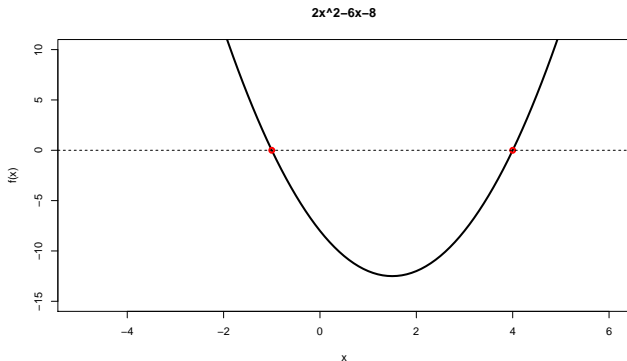
# Quadratic Equations

## Factoring and FOIL

When your quadratic has been factored you can find the roots by solving each term for zero. For example:

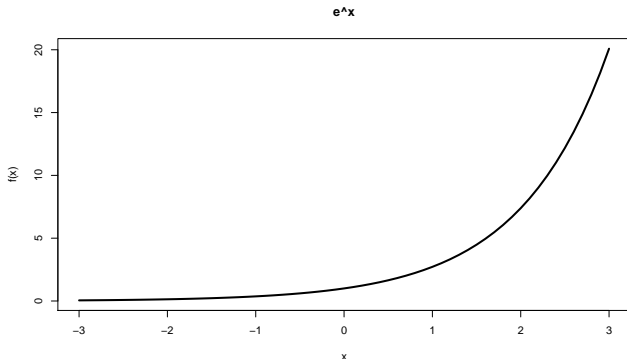
$$2x^2 - 6x - 8 = (x - 4)(2x + 2)$$

has roots when  $x - 4 = 0$  and  $2x + 2 = 0$ . Thus, the roots are found at  $x = -1, 4$ .



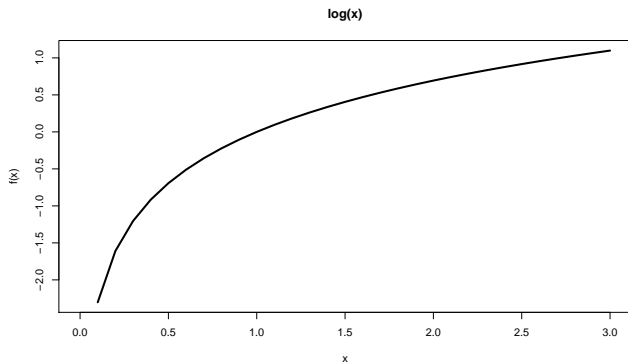
# Exponential Functions

Exponential Functions are of the form  $f(x) = ae^{bx}$ . Often used as a model for population increase where  $f(x)$  is the population at time  $x$ .



# Logarithmic Functions

Logarithmic Functions,  $f(x) = c + d \cdot \log(x)$ , can be used to find the time  $f(x)$  necessary to reach a certain population  $x$ . It can be thought of as an 'inverse' of the exponential function.



Note:  $c = -1/b \cdot \log(a)$  and  $d = 1/b$  from the previous exponential model.

# Domain and Range

A *function* is a formula or rule of correspondence that maps each element in a set  $X$  to an element in set  $Y$ .

The *domain* of a function is the set of all possible values that you can plug into the function. The *range* is the set of all possible values that the function  $f(x)$  can return.

Examples:

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

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- ▶ Domain: all real numbers  $\mathbb{R}$
- ▶ Range: zero and all positive real numbers,  $f(x) \geq 0$



# Domain and Range

## Examples

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- ▶ Range: all real numbers except zero

# Continuous & Piecewise Functions

A *continuous* function behaves without break or interruption. If you can follow the ENTIRE graph of a function with your pencil without picking it up, the function is continuous. Examples:

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A *piecewise* function can either have 'jumps' in it or can be made up of different functions for different parts of the domain (possible  $x$ -values). Example:

- ▶ Absolute Value  $f(x) = |x|$  can be written as  $f(x) = x, x \geq 0$  and  $f(x) = -x, x < 0$

# Limits

Often we are interested in what a function does as it approaches a certain value. This behavior is called the *limit*.

The limit of  $f(x)$  as  $x$  approaches  $a$  is  $L$ :

$$\lim_{x \rightarrow a} f(x) = L$$

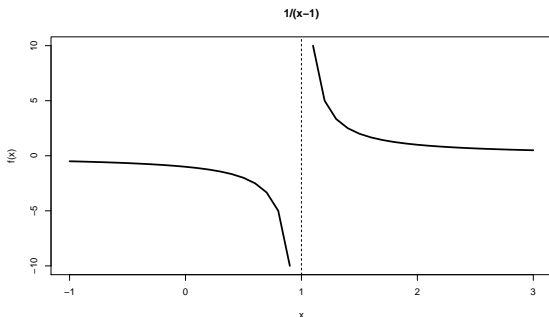
It may be that  $a$  is not in the domain of  $f(x)$  but we can still find the limit by seeing what value  $f(x)$  is approaching as  $x$  gets very close to  $a$ . Examples:

- ▶  $\lim_{x \rightarrow 3} x^2 = 9$  (3 is in the domain)
- ▶  $\lim_{x \rightarrow \infty} (1 + 1/x)^x = e$



# Limits

Often limits are different depending on the direction from which you approach  $a$ . The limit 'from above' is approaching from the right ( $x \downarrow a$ ) and the limit 'from below' ( $x \uparrow a$ ) is approaching from the left.



If  $f(x) = \frac{1}{x-1}$  we have  $\lim_{x \downarrow 1} \frac{1}{x-1} = \infty$  and  $\lim_{x \uparrow 1} \frac{1}{x-1} = -\infty$

# The End

Questions?