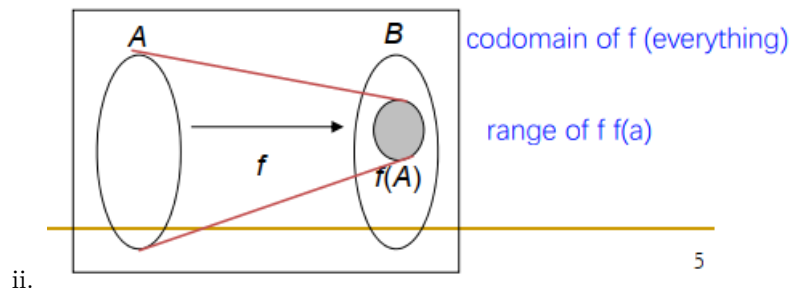


DM Chapter 5: Functions

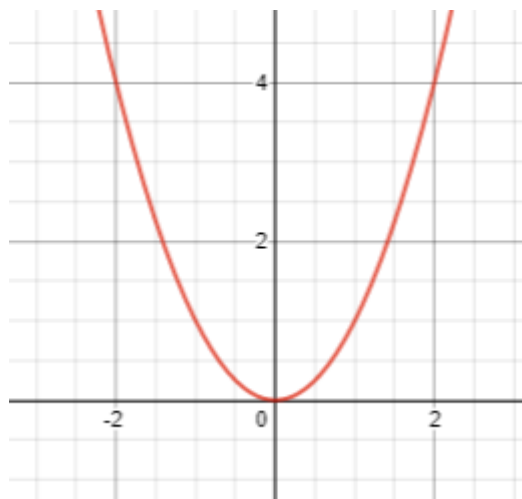
January 16, 2020

1 Introduction

1. **Functions:** Binary relations with restrictions on occurring pairs
 - (a) Every element in set A associated with only one element in set B
 - (b) Also called mappings/transformations.
2. **Digraph:** Only 1 arc leaving every element
3. Let f be function from set A to set B
 - (a) $y = f(x)$: For each $a \in A$, exists uniquely determined $y \in B$ such that $(x, y) \in f$.
 - (b) $f(x)$ is the **image** of x under f .
 - (c) A is called **domain** of f
 - (d) B is called **codomain** of f
 - (e) **Range of f :** Set of images of elements in A under f , $f(A)$. $f(A) = \{f(x) : x \in A\}$
 - i. Smaller, or (rarely) equal to codomain.



4. Graph: $f : \mathbb{R} \rightarrow \mathbb{R}$ given by $f(x) = x^2$



- (a)
- (b) **Domain** $R: x\text{-axis}$
- (c) **Codomain** $R: y\text{-axis}$
- (d) **Range** R : all the y 's on the line
- (e) Question: Find image of f under f when $x = 2$
- i. Answer: $x = 2, f(2) = 2^2 = 4$

2 Properties of Functions

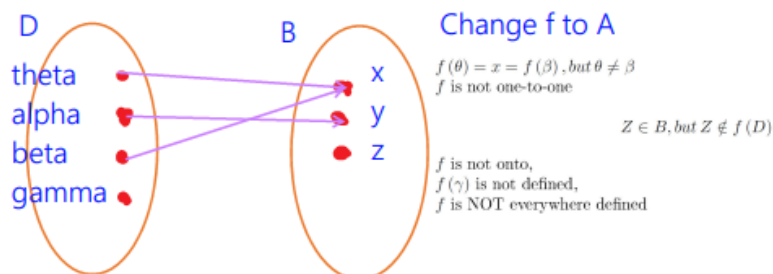
1. Let $f: A \rightarrow B$
2. **Injective:** one-to-one
 - (a) $\forall a_1, a_2 \in A, f(a_1) = f(a_2) \implies a_1 = a_2$
 - (b) $a_1 \neq a_2 \implies f(a_1) \neq f(a_2)$
3. **Everywhere defined:** $\text{Dom}(f) = A$
4. **Surjective** (or **onto**): Range of f is same as codomain of f

$$f(A) = B$$

- (a) $\forall b \in B, \exists a \in A, b = f(a)$
5. **Bijective:** Injective + surjective
6. **One-to-one correspondence** between A and B : Injective + surjective + everywhere defined.

2.1 Show functions are not injective/surjective

1. **Limited/Small Domain:** Use diagrams, check the edges



(a)

2. **Large Domain:** Use proofing

- (a) **Injective:** Show that every image i in set B ,
- (b) **Surjective:** Show that for every value in $f(x)$, or c , we can find an x to map to it.
- (c) Example: Show that the function $k : \mathbb{R} \rightarrow \mathbb{R}$ given by $k(x) = 4x + 3$ is bijective.
 - i. Injective test

$$\begin{aligned} k(a) &= k(b) \\ 4a + 3 &= 4b + 3 \\ 4a &= 4b \\ a &\neq b \end{aligned}$$

A. $\therefore k$ is injective

- ii. Surjective test

A. Let $c \in \mathbb{R}, k(x) = c$

$$\begin{aligned} 4x + 3 &= c \\ 4x &= c - 3 \\ x &= \frac{c - 3}{4} \end{aligned}$$

B. This means for every value in \mathbb{R} , we can find value in x .

$$k(\mathbb{R}) = \mathbb{R}$$

3 Functions for Computer Science

3.1 From subset of universal set to Boolean Set

1. Let A be subset of universal set $U = \{u_1, u_2, \dots, u_n\}$

2. Function A , function from U to $\{0, 1\}$

$$f_A(u_i) = \begin{cases} 1 & \text{if } u_i \in A \\ 0 & \text{if } u_i \notin A \end{cases}$$

3. If $A = \{4, 7, 9\}$, $U = \{1, 2, 3, \dots, 10\}$, then $f_A(2) = 0$, $f_A(4) = 1$, $f_A(12)$ is undefined.
4. f_A is everywhere defined, and onto, but not one-to-one

3.2 Family of $\text{mod } n$ functions

1. One for each positive integer n , $f_n(m) = m \pmod{n}$
2. For a fixed n , any non-negative integer z can be written as $z = kn + r$ with $0 \leq r < n$
3. $f_n(z) = r$ can be written as $z \equiv r \pmod{n}$
4. Each member is everywhere defined, onto, but not-one-to-one $-a$ and a yields same result.

3.3 Floor & Ceiling Function

1. Floor: $f(q) = \lfloor q \rfloor$
2. Ceiling: $c(q) = \lceil q \rceil$

3.4 Common Algebraic Functions

1. Polynomial with integer coefficients
 - (a) Example: $f(x) = 2x^2 + 4x + 1$
2. Exponential functions
 - (a) Example, base-2 exponential: $f(x) = 2^x$

3.5 Functions without numeric domains and/or codomains

1. Length of string
2. Transposition of matrices (everywhere defined, onto, one-to-one)
3. Boolean functions, $B = \{True, False\}$

4 Permutations

1. **Permutation:** All possible combinations

- (a) A bijection (injection + surjection) from set A to itself.
- (b) Number of permutations: $n!$, where n is the number of elements

□ E.g. Let $A = \{1, 2, 3\}$. Then all the permutations of A are

$$\begin{aligned}
 I_A &= \begin{pmatrix} 1 & 2 & 3 \\ 1 & 2 & 3 \end{pmatrix} & p_1 &= \begin{pmatrix} 1 & 2 & 3 \\ 1 & 3 & 2 \end{pmatrix} & p_2 &= \begin{pmatrix} 1 & 2 & 3 \\ 2 & 1 & 3 \end{pmatrix} \\
 p_3 &= \begin{pmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \end{pmatrix} & p_4 &= \begin{pmatrix} 1 & 2 & 3 \\ 3 & 1 & 2 \end{pmatrix} & p_5 &= \begin{pmatrix} 1 & 2 & 3 \\ 3 & 2 & 1 \end{pmatrix}
 \end{aligned}$$

(1,2)(2,1)(3,3)

(c) Example:

2. **Theorem 1: Number of permutations**

- (a) If $A = \{a_1, a_2, \dots, a_n\}$, then there are $n!$ permutations on A .

3. **Cyclic Permutation**

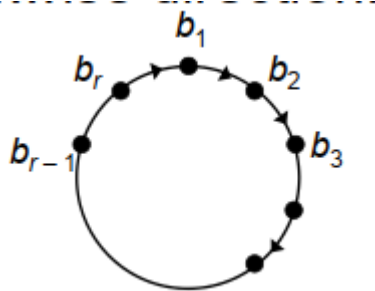
- (a) Permutations forming a cycle, $p : A \rightarrow A$ defined by:

$$\begin{aligned}
 p(b_1) &= b_2 \\
 p(b_2) &= b_3 \\
 &\dots\dots \\
 p(b_{r-1}) &= b_r \\
 p(b_r) &= b_1
 \end{aligned}$$

- i. $p(x) = x$, if $x \in A$, $x \notin \{b_1, b_2, \dots, b_r\}$

- (b) This is called a:

- i. cyclic permutation of length r , or,
- ii. a cycle of length r
- iii. Digraph:



iv. Let $A = \{1, 3, 5\}$. The cycle $(1, 3, 5)$ denotes permutation: $\begin{pmatrix} 1 & 2 & 3 & 4 & 5 \\ 3 & 2 & 5 & 4 & 1 \end{pmatrix}$.

A. As you can see, the first row is $1 - 5$.

B. The second row denotes “where the element in the same column, but row above goes to”. For example $\begin{pmatrix} 1 \\ 3 \end{pmatrix}$ denotes vertex 1 goes to vertex 3 (in the cycle).

C. For elements which don’t exist in cycle, they simply go to themselves.

v. The notation for a cycle does not indicate number of elements. We need to specify a set where the cycle applies outelves.

vi. **Identity permutation, I_A :** Length 1 cycle on set A

vii. **Disjoint cycles:** No element a exists in common in both cycles.

A. Disjoint: $(1, 2, 3)$ and $(4, 5, 6)$

B. Not disjoint: $(1, 2, 3)$ and $(3, 4, 5)$

(c) **Theorem 2: Products of Disjoint Cycles**

i. All finite permutation can be written as an identity, cycle, or a product of disjoint cycles

ii. A product of disjoint cycles is unique except for ordering

4. Inverses & composition of cycles

(a) Let $A = \{1, 2, 3\}$ and $p_1 = \begin{pmatrix} 1 & 2 & 3 \\ 3 & 1 & 2 \end{pmatrix}$, $p_2 = \begin{pmatrix} 1 & 2 & 3 \\ 2 & 1 & 3 \end{pmatrix}$, $p_3 = \begin{pmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \end{pmatrix}$.

(b) Find:

i. p_1^{-1}

A. First, write the first row in sequence (cause we don’t know their mapping yet)

$$p_1^{-1} = \begin{pmatrix} 1 & 2 & 3 \\ ? & ? & ? \end{pmatrix}$$

B. Then, go the opposite way, from the $p_1 = \begin{pmatrix} 1 & 2 & 3 \\ 3 & 1 & 2 \end{pmatrix}$, we

see that

1. 1 goes to 3

2. 2 goes to 1

3. 3 goes to 2

C. Therefore, we inverse it, or flip every single value so it goes backwards, this means:

1. 3 goes to 1

2. 1 goes to 2

3. 2 goes to 3

D. Hence arriving at our answer:

$$p_1^{-1} = \begin{pmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \end{pmatrix}$$

ii. $p_3 \circ p_2$

A. Remember it's in reverse order, if you go forward order then 0 marks for you (why can't we just go forward).

$$p_3 \circ p_2 = \begin{pmatrix} 1 & 2 & 3 \\ 2 & 1 & 3 \end{pmatrix} \cdot \begin{pmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \end{pmatrix}$$

B. So, again, start with listing the top row

$$\begin{pmatrix} 1 & 2 & 3 \\ ? & ? & ? \end{pmatrix}$$

C. Then, you want to find the "end-result" of each edge after traversing into the second matrix, so starting from the first one $(1, 2) \cdot (2, 3) = (1, 3)$

D. Now, repeat this for the rest, and you get

$$p_3 \circ p_2 = \begin{pmatrix} 1 & 2 & 3 \\ 3 & 2 & 1 \end{pmatrix}$$

E. Since this forms a perfect cycle, we can simplify it very neatly into cycle form, so why not? (This is optional tho)

$$\begin{pmatrix} 1 & 2 & 3 \\ 3 & 2 & 1 \end{pmatrix} = (1, 3)$$

$$p_3 \circ p_2 = (1, 3)$$

5. Writing permutations as disjoint cycles

(a) **Question:** Write the permutation $\begin{pmatrix} 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 \\ 3 & 4 & 6 & 5 & 2 & 1 & 8 & 7 & 9 \end{pmatrix}$

i. First, lets start with the first cycle

A. $\begin{pmatrix} \mathbf{1} & 2 & \mathbf{3} & 4 & 5 & \mathbf{6} & 7 & 8 & 9 \\ \mathbf{3} & 4 & \mathbf{6} & 5 & 2 & \mathbf{1} & 8 & 7 & 9 \end{pmatrix}$

B. So, we get $(1, 3, 6)$. Note we don't need to write 1 because its a cycle.

ii. Second, lets move on to the second cycle

A. $\begin{pmatrix} X & \mathbf{2} & X & \mathbf{4} & \mathbf{5} & X & 7 & 8 & 9 \\ X & \mathbf{4} & X & \mathbf{5} & \mathbf{2} & X & 8 & 7 & 9 \end{pmatrix}$

B. So, we get $(2, 4, 5)$

iii. Lets move on to the third

A. $\begin{pmatrix} X & X & X & X & X & X & \mathbf{7} & \mathbf{8} & 9 \\ X & X & X & X & X & X & \mathbf{8} & \mathbf{7} & 9 \end{pmatrix}$

B. So, we get $(7, 8)$

iv. Finally, let's move on to...hold on. This is an identity permutation, so we ignore that.

A.
$$\begin{pmatrix} X & X & X & X & X & X & X & X & \mathbf{9} \\ X & X & X & X & X & X & X & X & \mathbf{9} \end{pmatrix}$$

v. Once we're done, we form a product of disjoint cycles, in order

$$(1, 3, 6) \circ (2, 4, 5) \circ (7, 8)$$

4.1 Even and Odd Permutations

1. **Transposition:** Cycle of length 2
2. **Identity permutation:** Cycle of length 1. However, if $p = (a_i, a_j)$ is a transposition of A , then $p \circ p = 1_A$ (p transposition p , remember the "find where it ends, yes, this will make it $p \circ p = (a_i, a_i)$ ")
3. Every cycle can be written as product of transpositions

$$(b_1, b_2, \dots, b_{k+1}) = (b_1, b_{k+1}) \circ \dots \circ (b_1, b_3) \circ (b_1, b_2)$$

- (a) Where each permutation is simply a cycle of first element and the n th next element. But we must go from **last to first**, because remember for some odd reason the \circ sign composition goes from last to first.

4.2 Corollary 1: Permutations of finite set

1. Every permutation of finite set with at least 2 elements can be written as a product of transpositions which need not be disjoint
2. Every cycle can be written as a product of transpositions in many different ways.

4.3 Theorem 3: Evenness & oddness of an permutation

1. A permutation of a finite set can be written as a product of an even number of transpositions.
2. If so, it can never be written as an odd number of transpositions, and conversely.
3. **Even permutations:** Can be written as even number of transpositions
4. **Odd permutation:** Can be written as odd number of transpositions
5. Combinations:
 - (a) $even \circ even = even$
 - (b) $odd \circ odd = even$

(c) $even \circ odd = odd$

6. Theorem 4: Number of permutations

(a) If set A is a finite set with n elements, there are:

- i. $\frac{n!}{2}$ even permutations
- ii. $\frac{n!}{2}$ odd permutations
- iii. Recall: a set can have $n!$ permutations, so it makes sense that each of them contribute to half.

7. Determining whether permutations are even or odd:

- (a) Write them out as product of disjoint cycles
- (b) Count them
- (c) If even, then even
- (d) If odd, then odd