DP IB Maths: AA SL

2.3 Functions Toolkit

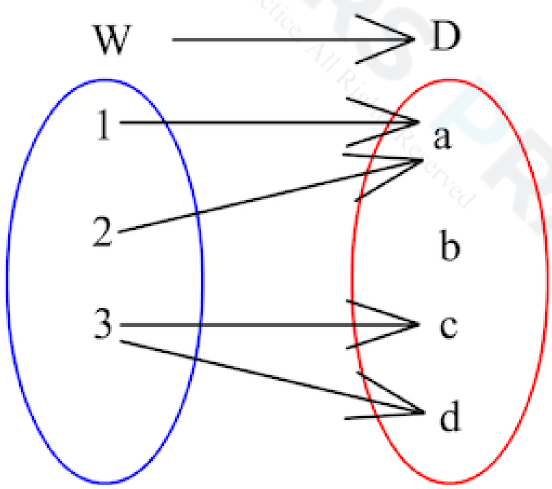
Contents

2.3.1 Language of Functions

Language of Functions

What is a mapping?

- A **mapping transforms** one set of values (**inputs**) into another set of values (**outputs**)
- Mappings can be:
  - **One-to-one**
    - Each input gets mapped to **exactly one unique** output
    - No two inputs are mapped to the same output
    - For example: A mapping that cubes the input
  - **Many-to-one**
    - Each input gets mapped to **exactly one** output
    - Multiple inputs can be mapped to the same output
    - For example: A mapping that squares the input
  - **One-to-many**
    - An input can be mapped to **more than one** output
    - No two inputs are mapped to the same output
    - For example: A mapping that gives the numbers which when squared equal the input
  - **Many-to-many**
    - An input can be mapped to **more than one** output
    - Multiple inputs can be mapped to the same output
    - For example: A mapping that gives the factors of the input



What is a function?

- A **function** is a mapping between two sets of numbers where **each input** gets mapped to **exactly one output**
  - The output does not need to be unique
- **One-to-one** and **many-to-one** mappings are functions
- A mapping is a function if its graph passes the **vertical line test**
  - Any **vertical line** will intersect with the graph **at most once**

What notation is used for functions?

- Functions are denoted using letters (such as f, v, g, etc)
  - A function is followed by a variable in a bracket
  - This shows the input for the function
  - The letter f is used most commonly for functions and will be used for the remainder of this revision note
- $f(x)$ represents an expression for the value of the function f when evaluated for the variable x
- Function notation gets rid of the need for words which makes it **universal**
  - $f = 5$ when $x = 2$ can simply be written as $f(2) = 5$

What are the domain and range of a function?

- The **domain** of a function is the set of values that are used as **inputs**
- A domain should be stated with a function
  - If a domain is not stated then it is assumed the domain is all the real values which would work as inputs for the function
  - Domains are expressed in terms of the input
    - $x \leq 2$
- The **range** of a function is the set of values that are given as **outputs**
  - The range depends on the domain
  - Ranges are expressed in terms of the output
  - $f(x) \geq 0$

- To graph a function we use the **inputs as the *x*-coordinates** and the **outputs as the *y*-coordinates**
  - $f(2) = 5$ corresponds to the coordinates (2, 5)
- Graphing the function can help you visualise the range
- Common sets of numbers have special symbols:
  - $\mathbb{R}$ represents all the real numbers that can be placed on a number line
    - $x \in \mathbb{R}$ means x is a real number
  - $\mathbb{Q}$ represents all the rational numbers $\frac{a}{b}$ where *a* and *b* are integers and *b* ≠ 0
  - $\mathbb{Z}$ represents all the integers (positive, negative and zero)
    - $\mathbb{Z}^+$ represents positive integers
  - $\mathbb{N}$ represents the natural numbers (0,1,2,3...)

What are piecewise functions?

- **Piecewise functions** are defined by different functions depending on which interval the input is in
  - E.g. $f(x) = \begin{cases} x+1 & x \le 5 \\ 2x-4 & 5 < x < 10 \\ x^2 & 10 \le x \le 20 \end{cases}$
- The region for the individual functions **cannot overlap**
- To evaluate a piecewise function for a particular value $x = k$
  - Find which interval includes k
  - Substitute $x = k$ into the corresponding function
- The function **may or may not be continuous** at the ends of the intervals
  - In the example above the function is
    - continuous at $x = 5$ as $5 + 1 = 2(5) - 4$
    - not continuous at $x = 10$ as $2(10) - 4 \ne 10^2$

Worked example

For the function $f(x) = x^3 + 1, \ 2 \le x \le 10$:

a) write down the value of $f(7)$.

Substitute $x = 7$

$f(7) = 7^3 + 1$

$f(7) = 344$

b) find the range of $f(x)$.

Find the values of x^3+1 when $2 \le x \le 10$

$2 \le x \le 10$

$8 \le x^3 \le 1000$

$9 \le x^3+1 \le 1001$

$9 \le f(x) \le 1001$

2.3.2 Composite & Inverse Functions

Composite Functions

What is a composite function?

- A **composite function** is where a function is applied to another function
- A composite function can be denoted
  - $(f \circ g)(x)$
  - $fg(x)$
  - $f(g(x))$
- The order matters
  - $(f \circ g)(x)$ means:
    - First apply *g* to *x* to get $g(x)$
    - Then apply *f* to the previous output to get $f(g(x))$
    - Always start with the function **closest to the variable**
  - $(f \circ g)(x)$ is not usually equal to $(g \circ f)(x)$

How do I find the domain and range of a composite function?

- The domain of $f \circ g$ is the set of values of x...
  - which are a **subset** of the **domain of *g***
  - which maps *g* to a value that is in the **domain of *f***
- The range of $f \circ g$ is the set of values of x...
  - which are a **subset** of the **range of *f***
  - found by **applying *f*** to the **range of *g***
- To find the **domain** and **range** of $f \circ g$
  - First find the **range of *g***
  - **Restrict** these values to the values that are **within the domain** of ***f***
    - The **domain** is the set of values that **produce the restricted range** of *g*
    - The **range** is the set of values that are **produced using the restricted range** of *g* as the domain for *f*
- For example: let $f(x) = 2x + 1,\ -5 \le x \le 5$ and $g(x) = \sqrt{x},\ 1 \le x \le 49$
  - The **range of *g*** is $1 \le g(x) \le 7$
    - **Restricting** this to fit the **domain of *f*** results in $1 \le g(x) \le 5$
  - The **domain** of $f \circ g$ is therefore $1 \le x \le 25$
    - These are the values of *x* which map to $1 \le g(x) \le 5$
  - The **range** of $f \circ g$ is therefore $3 \le (f \circ g)(x) \le 11$
    - These are the values which *f* maps $1 \le g(x) \le 5$ to

Worked example

Given $f(x)=\sqrt{x+4}$ and $g(x)=3+2x$:

a) Write down the value of $(g \circ f)(12)$.

First apply function closest to input

$(g \circ f)(12) = g(f(12))$

$f(12) = \sqrt{12+4} = \sqrt{16} = 4$

$g(4) = 3 + 2(4) = 11$

$(g \circ f)(12) = 11$

b) Write down an expression for $(f \circ g)(x)$.

First apply function closest to input

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

$= f(3+2x)$

$= \sqrt{3+2x+4}$

$(f \circ g)(x) = \sqrt{7+2x}$

c) Write down an expression for $(g \circ g)(x)$.

$(g \circ g)(x) = g(g(x))$

$= g(3+2x)$

$= 3 + 2(3+2x)$

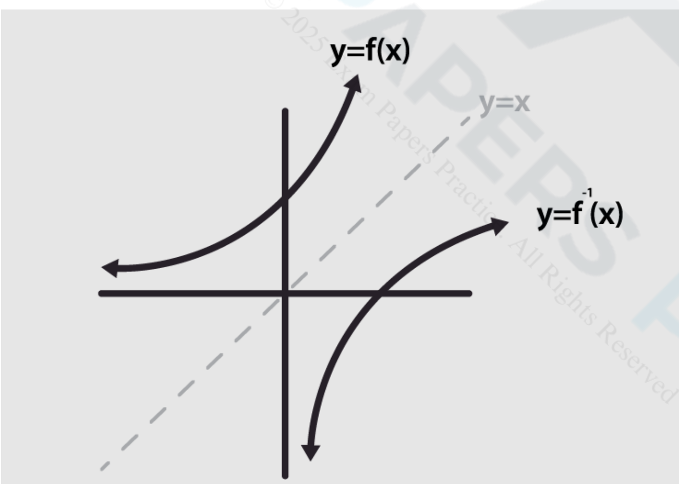
$= 3 + 6 + 4x$

$(g \circ g)(x) = 9 + 4x$

Inverse Functions

What is an inverse function?

- **Only one-to-one** functions have inverses
- A function has an inverse if its graph passes the **horizontal line test**
  - Any **horizontal line** will intersect with the graph **at most once**
- The **identity function** id maps each value to itself
  - $\mathrm{id}(x) = x$
- If $f \circ g$ and $g \circ f$ have the **same effect as the identity function** then f and g are **inverses**
- Given a function $f(x)$ we denote the **inverse function** as $f^{-1}(x)$
- An inverse function **reverses the effect** of a function
  - $f(2) = 5$ means $f^{-1}(5) = 2$
- Inverse functions are used to solve equations
  - The solution of $f(x) = 5$ is $x = f^{-1}(5)$
- A composite function made of f and f^{-1} has the **same effect as the identity function**
  - $(f \circ f^{-1})(x) = (f^{-1} \circ f)(x) = x$



What are the connections between a function and its inverse function?

- The **domain of a function** becomes the **range of its inverse**
- The **range of a function** becomes the **domain of its inverse**
- The graph of $y = f^{-1}(x)$ is a **reflection** of the graph $y = f(x)$ in the line $y = x$
  - Therefore solutions to $f(x) = x$ or $f^{-1}(x) = x$ will also be solutions to $f(x) = f^{-1}(x)$
    - There could be other solutions to $f(x) = f^{-1}(x)$ that don't lie on the line $y = x$

How do I find the inverse of a function?

- STEP 1: **Swap** the *x* and *y* in $y = f(x)$
  - If $y = f^{-1}(x)$ then $x = f(y)$
- STEP 2: **Rearrange** $x = f(y)$ to make y the subject
- Note this can be done in any order
  - Rearrange $y = f(x)$ to make x the subject
  - Swap x and y

Worked example

For the function $f(x) = \dfrac{2x}{x-1}$, $x > 1$:

a) Find the inverse of $f(x)$.

Let $y = f^{-1}(x)$ and rearrange $x = f(y)$

$x = \dfrac{2y}{y-1}$

$x(y-1) = 2y$

$xy - x = 2y$

$xy - 2y = x$

$y(x-2) = x$

$y = \dfrac{x}{x-2}$

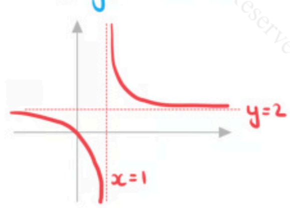
$f^{-1}(x) = \dfrac{x}{x-2}$

b) Find the domain of $f^{-1}(x)$.

Domain of f^{-1} is the range of f

Sketch $y = f(x)$ to see range

For $x > 1$, $f(x) > 2$



Domain of f^{-1} : $x > 2$

c) Find the value of k such that $f(k) = 6$.

Use inverse $f(a) = b \iff a = f^{-1}(b)$

$k = f^{-1}(6) = \frac{6}{6-2}$

$k = \frac{3}{2}$

2.3.3 Graphing Functions

Graphing Functions

How do I graph the function *y* = *f*(*x*)?

- A point (a, b) lies on the graph $y = f(x)$ if $f(a) = b$
- The **horizontal axis** is used for the **domain**
- The **vertical axis** is used for the **range**
- You will be able to graph some functions by hand
- For some functions you will need to use your GDC
- You might be asked to graph the **sum** or **difference** of two functions
  - Use your GDC to graph $y = f(x) + g(x)$ or $y = f(x) - g(x)$
  - Just type the functions into the graphing mode

What is the difference between "draw" and "sketch"?

- If asked to sketch you should:
  - Show the general shape
  - Label any key points such as the intersections with the axes
  - Label the axes
- If asked to draw you should:
  - Use a pencil and ruler
  - Draw to scale
  - Plot any points **accurately**
  - Join points with a straight line or smooth curve
  - Label any key points such as the intersections with the axes
  - Label the axes

How can my GDC help me sketch/draw a graph?

- You use your GDC to plot the graph
  - Check the scales on the graph to make sure you see the full shape
- Use your GDC to find any key points
- Use your GDC to check specific points to help you plot the graph

Key Features of Graphs

What are the key features of graphs?

- You should be familiar with the following key features and know how to use your GDC to find them
- Local minimums/maximums
    - These are points where the graph has a minimum/maximum for a small region
    - They are also called **turning points**
        - This is where the graph changes its direction between upwards and downwards directions
    - A graph can have multiple local minimums/maximums
    - A local minimum/maximum is not necessarily the minimum/maximum of the whole graph
        - This would be called the **global** minimum/maximum
    - For quadratic graphs the minimum/maximum is called the **vertex**
- Intercepts
    - y – intercepts are where the graph crosses the y-axis
        - At these points $x = 0$
    - x – intercepts are where the graph crosses the x-axis
        - At these points $y = 0$
        - These points are also called the **zeros of the function** or **roots of the equation**
- Symmetry
    - Some graphs have lines of symmetry
        - A quadratic will have a vertical line of symmetry
- Asymptotes
    - These are lines which the graph will get closer to but not cross
    - These can be horizontal or vertical
        - Exponential graphs have horizontal asymptotes
        - Graphs of variables which vary inversely can have vertical and horizontal asymptotes

Worked example

Two functions are defined by

$$f(x) = x^2 - 4x - 5 \text{ and } g(x) = 2 + \frac{1}{x+1}.$$

a) Draw the graph $y = f(x)$.

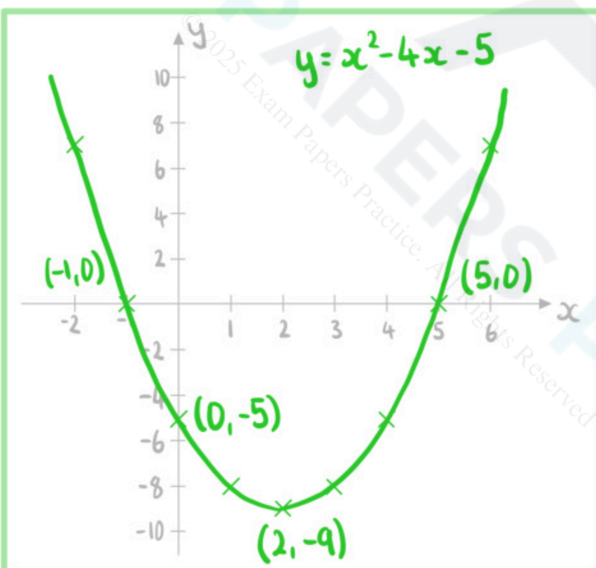
Draw means accurately

Use GDC to find vertex, roots and y-intercepts

Vertex : $(2, -9)$

Roots : $(-1, 0)$ and $(5, 0)$

y-intercept : $(0, -5)$



b) Sketch the graph $y = g(x)$.

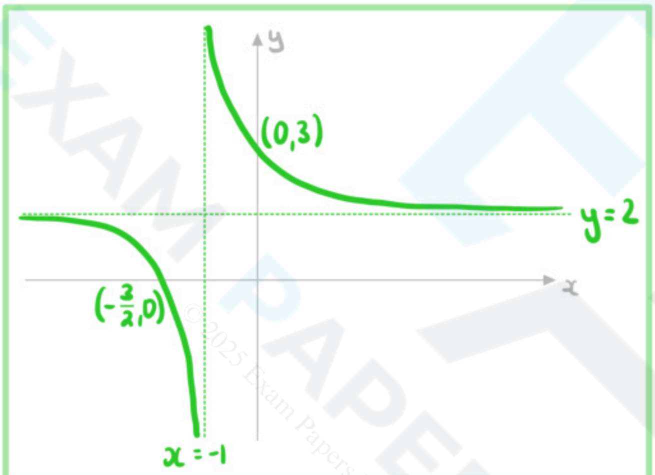
Sketch means rough but showing key points

Use GDC to find x and y-intercepts and asymptotes

x-intercept $= \left(-\frac{3}{2}, 0\right)$

y-intercept $= (0, 3)$

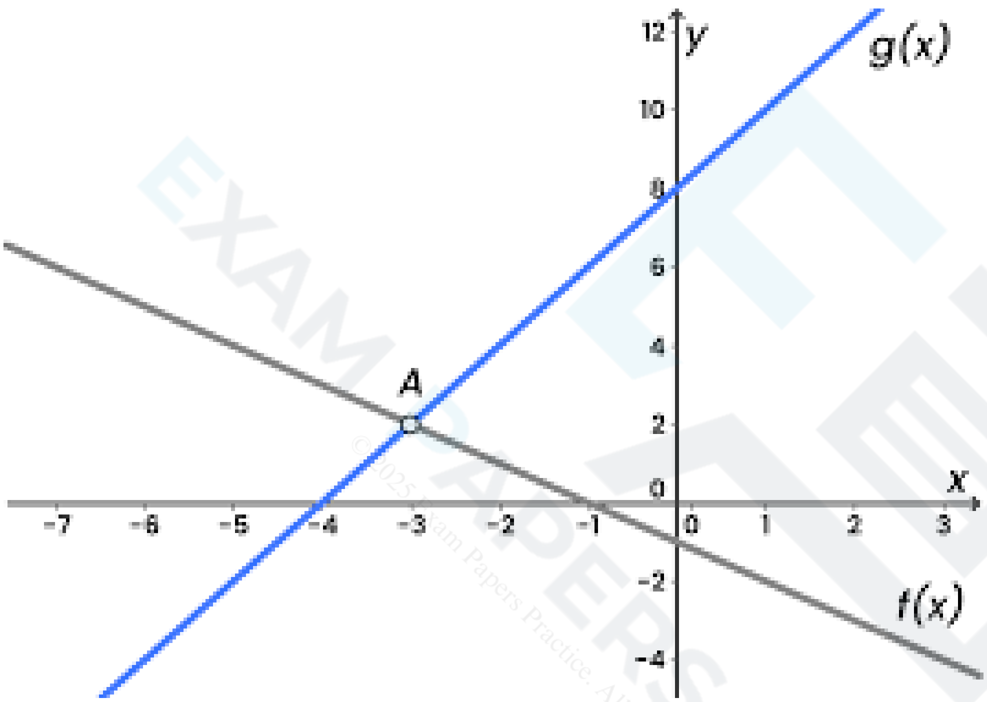
Asymptotes : $x = -1$ and $y = 2$



Intersecting Graphs

How do I find where two graphs intersect?

- Plot both graphs on your GDC
- Use the intersect function to find the intersections
- Check if there is more than one point of intersection



How can I use graphs to solve equations?

- One method to solve equations is to use graphs
- To solve $f(x) = a$
  - Plot the two graphs $y = f(x)$ and $y = a$ on your GDC
  - Find the points of intersections
  - The **x-coordinates** are the **solutions** of the equation
- To solve $f(x) = g(x)$
  - Plot the two graphs $y = f(x)$ and $y = g(x)$ on your GDC
  - Find the points of intersections
  - The **x-coordinates** are the **solutions** of the equation
- Using graphs makes it easier to see **how many solutions** an equation will have

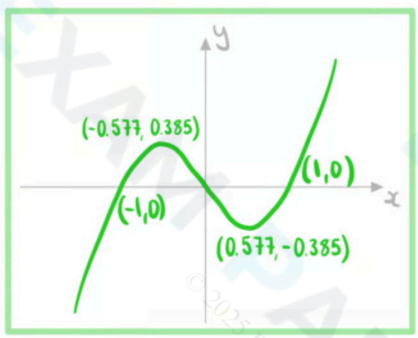
Worked example

Two functions are defined by

$$f(x) = x^3 - x \text{ and } g(x) = \frac{4}{x}.$$

a) Sketch the graph $y = f(x)$.

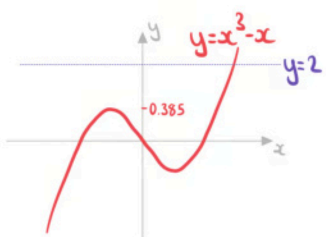
Use GDC to find max, min, intercepts



b) Write down the number of real solutions to the equation $x^3 - x = 2$.

Identify the number of intersections between

$y = x^3 - x$ and $y = 2$

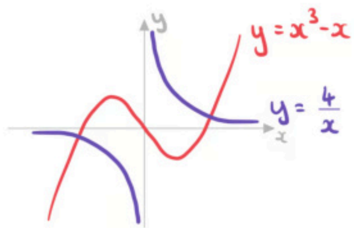


1 intersection

1 solution

c) Find the coordinates of the points where $y = f(x)$ and $y = g(x)$ intersect.

Use GDC to sketch both graphs



$(-1.60, -2.50)$ and $(1.60, 2.50)$

d) Write down the solutions to the equation $x^3 - x = \frac{4}{x}$.

Solutions to $x^3 - x = \frac{4}{x}$ are the x coordinates of the points of intersection.

$x = -1.60$ and $x = 1.60$