

Function:

Function is an important class of relation.

Definition:

Let A, B be two nonempty sets, a function $F: A \rightarrow B$ is a rule which associates with each element of A a unique element in B .

The set A is called the **domain** of the function, and the set B is called the **range** of the function.

Example 1:

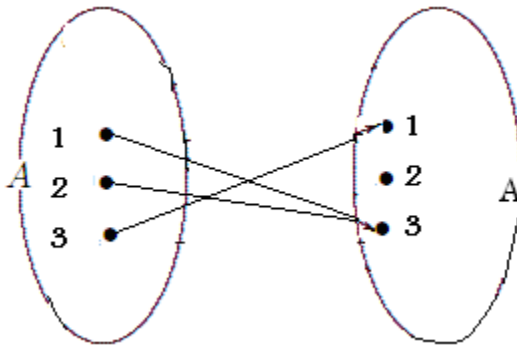
Consider the function $f(x) = x^3$, i.e., f assigns to each real number its cube. Then the image of 2 is 8, and so we may write $f(2) = 8$.

Example 2 :

consider the following relation on the set $A = \{1, 2, 3\}$

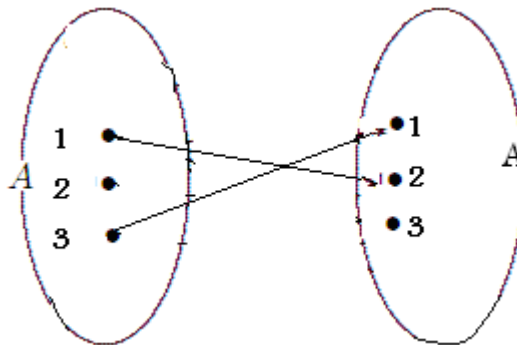
$$F = \{(1, 3), (2, 3), (3, 1)\}$$

F is a function



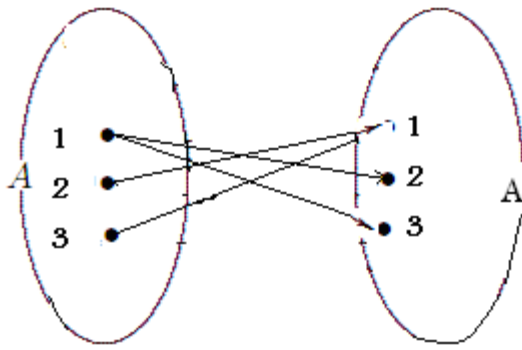
$$G = \{(1, 2), (3, 1)\}$$

G is not a function from A to A



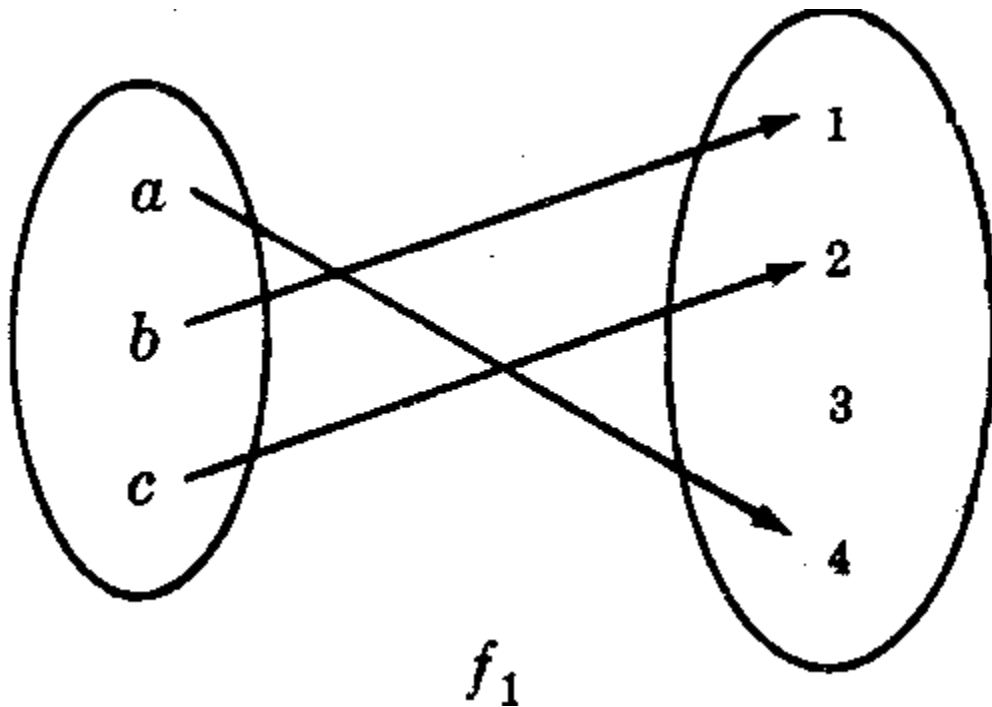
$$H = \{(1, 3), (2, 1), (1, 2), (3, 1)\}$$

H is not a function

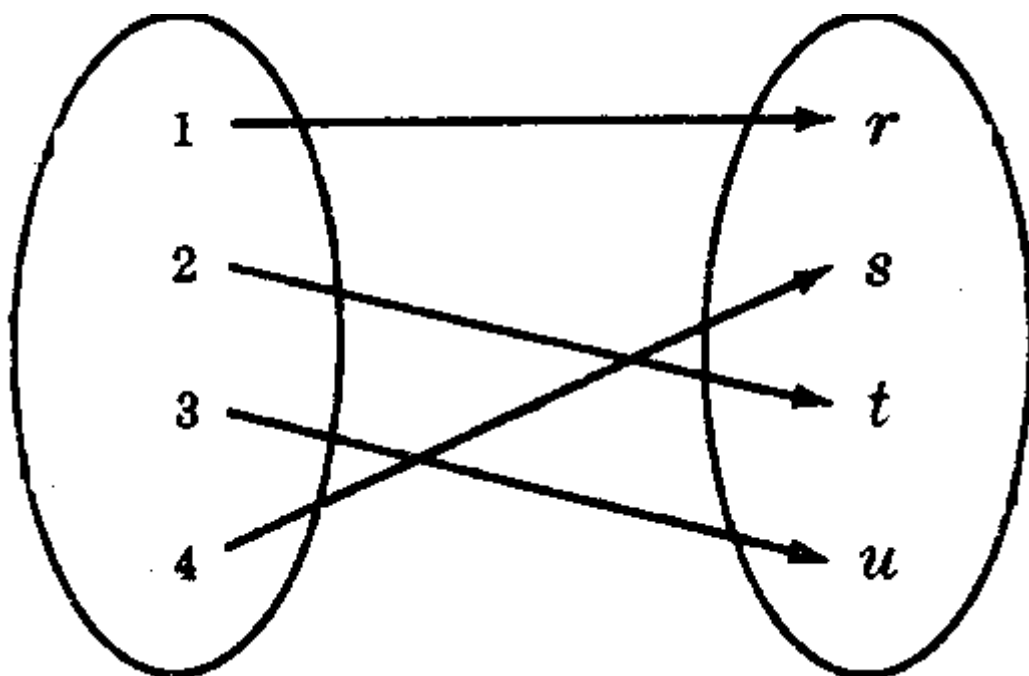


One-to-one, onto and invertible functions :

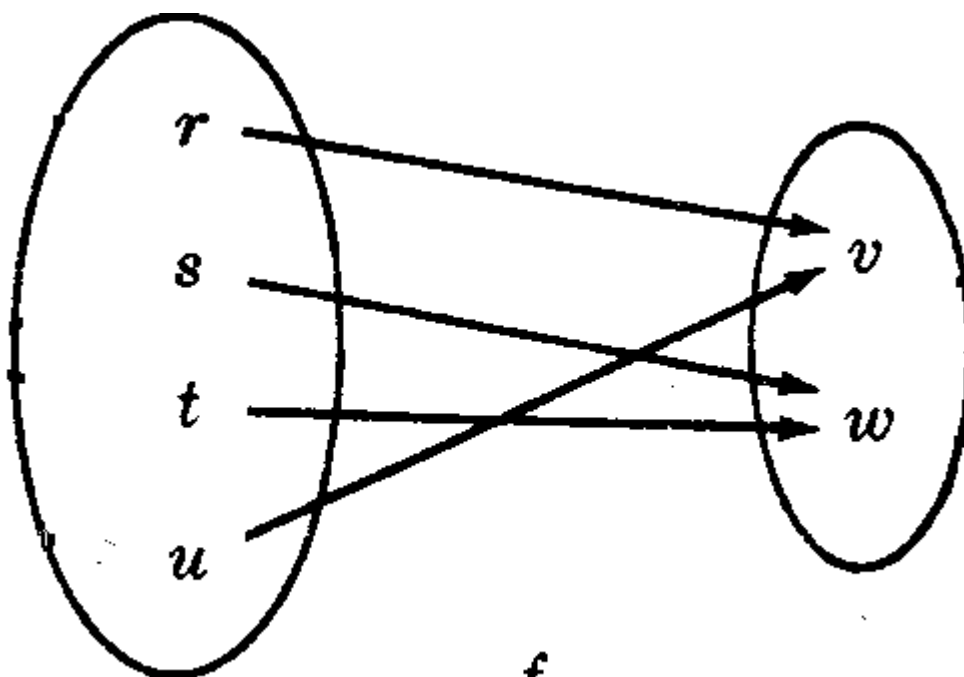
- 1) One-to-one : a function $F:A \rightarrow B$ is said to be one-to-one if different elements in the domain (A) have distinct images.
Or If $F(a) = F(a') \Rightarrow a = a'$
- 2) Onto : $F:A \rightarrow B$ is said to be an onto function if each element of B is the image of some element of A.
 $\forall b \in B \quad \exists a \in A : F(a) = b$
- 3) Invertible (One-to-one correspondence)
 $F:A \rightarrow B$ is invertible if its inverse relation f^{-1} is a function $F:B \rightarrow A$
 $F:A \rightarrow B$ is invertible if and only if F is **both** one-to-one and onto
 $F^{-1} : \{(b,a) \mid (a,b) \in F\}$



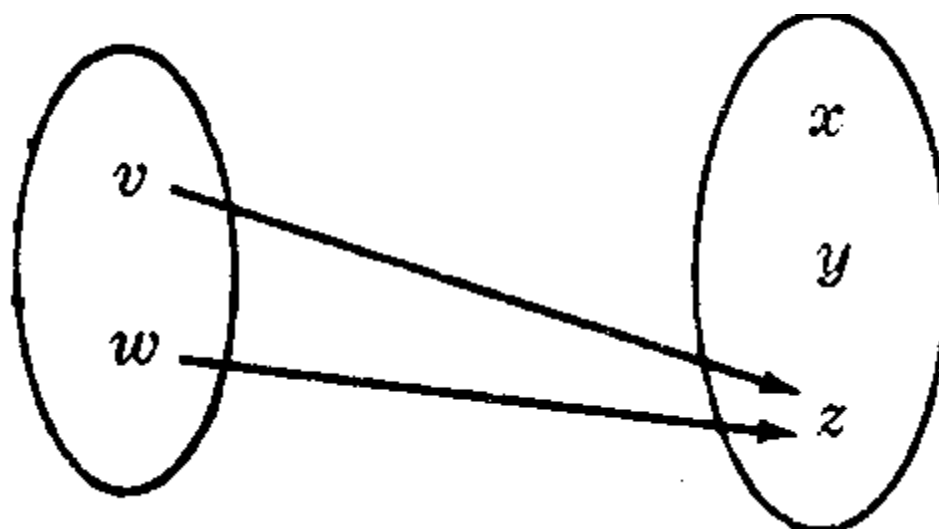
one to one but not onto ($3 \in B$ but it is not the image under f_1)



both one to one & onto
(or one to one correspondence between A and B)



f_3
not one to one & onto



not one to one & not onto

Graph of a function:

By a *real polynomial function*, we mean a function $f: \mathbf{R} \rightarrow \mathbf{R}$ of the form

$$f(x) = a_n x^n + a_{n-1} x^{n-1} + \cdots + a_1 x + a_0$$

where the a_i are real numbers. Since \mathbf{R} is an infinite set, it would be impossible to plot each point of the graph. However, the graph of such a function can be approximated by first plotting some of its points and then drawing a smooth curve through these points. The table points are usually obtained from a table where various values are assigned to x and the corresponding value of $f(x)$ computed.

Example 1 : let $f: \mathbf{R} \rightarrow \mathbf{R}$ and $f(x) = x^3$, find $f(x)$

$$f(3) = 3^3 = 27$$

$$f(-2) = (-2)^3 = -8$$

x	$f(x)$
-3	-27
-2	-8
-1	-1
0	0
1	1
2	8
3	27

