

3.5 Relations and Functions: Basics

A. Relations

1. A **relation** is a set of ordered pairs. For example,

$$A = \{(-1, 3), (2, 0), (2, 5), (-3, 2)\}$$

2. **Domain** is the set of all first coordinates: $\{-1, 2, 2, -3\}$

$$\text{so } \text{dom}(A) = \{-1, 2, -3\}$$

3. **Range** is the set of all second coordinates: $\{3, 0, 5, 2\}$

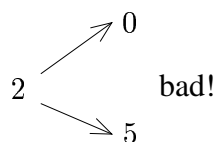
$$\text{so } \text{rng}(A) = \{3, 0, 5, 2\}$$

B. Functions

A **function** is a relation that satisfies the following:

each x -value is allowed only **one** y -value

Note: A (above) is **not** a function, because 2 has y -values 0 and 5
(violates our condition!)



C. Testing Relations To See If They Are Functions

We make a “mapping table”. We do this as follows:

1. List all the x -values on the left.
2. At each x -value, draw an arrow—one arrow pointing to each y -value it has.
3. If you see a situation where an x -value has two or more arrows branching to y -values, then it is **not** a function.

Examples:

Check to see if the following relations are functions:

$$B = \{(3, 4), (2, 4), (1, 4), (-3, 2)\}$$

$$C = \{(1, 2), (-2, 3), (5, 1), (1, 4)\}$$

Solution

Make a mapping table for B :

$$\begin{array}{l} 3 \longrightarrow 4 \\ 2 \longrightarrow 4 \\ 1 \longrightarrow 4 \\ -3 \longrightarrow 2 \end{array}$$

Thus we see that B is a function.

Make a mapping table for C :

$$\begin{array}{l} 1 \longrightarrow 2 \\ -2 \longrightarrow 3 \\ 5 \longrightarrow 1 \\ \quad \searrow \longrightarrow 4 \end{array}$$

Thus we see that C is **not** a function!

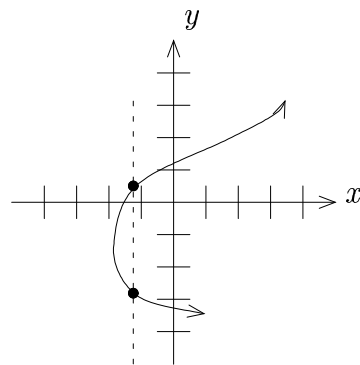
C. Graphs and Functions

To check to see if a **graph** determines a function, we apply the **Vertical Line Test**.

Vertical Line Test:

If a vertical line moved over allowed x -values intersects the graph exactly once (each time), the graph is a function; otherwise; it is not.

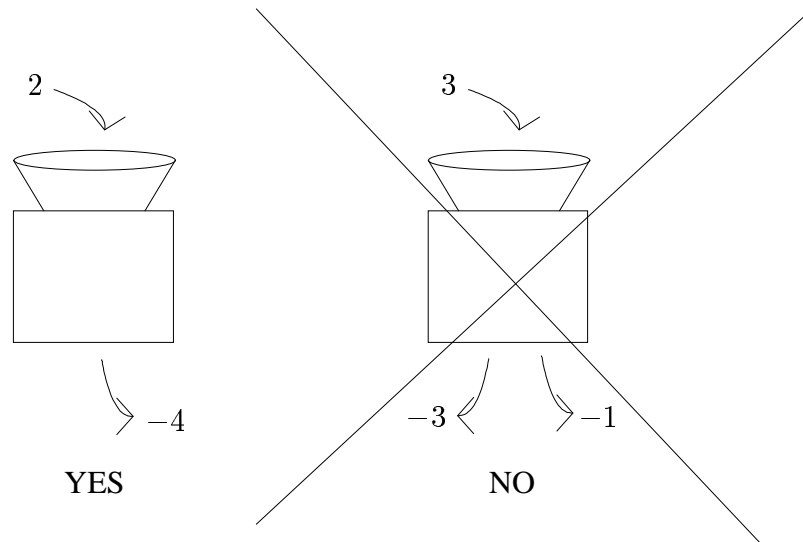
Example:



not a function!

D. “Function Machine”

Since each x -value is allowed only **one** y -value (in a function), we can think of a function as a machine that “eats” x -values and spits back y -values—so that the machine only spits out one output for any input.



E. Function Notation

We call our “machine” that changes x -values into y -values a function operator, written f .

In other words, f represents the function

Thus, since $B = \{(3, 4), (2, 4), (1, 4), (-3, 2)\}$ is a function, we can write

$$f(3) = 4$$

$$f(2) = 4$$

$$f(1) = 4$$

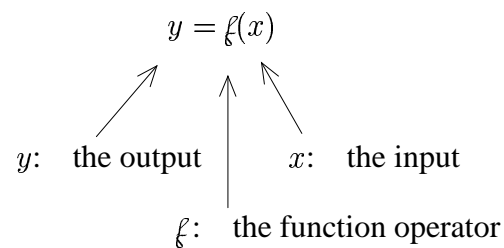
$$f(-3) = 2$$

F. Comments on Function Notation

1. ℓ here is **not** multiplication; it is function operation.
2. To avoid confusion with variables, we write functions in **cursive**.

Thus, we write ℓ, g, k rather than f, g, h .

3. In general:



4. **Note:** ℓ is the function operator; but $\ell(x)$ is the **output** (same as y !)

G. Function Evaluation

Sometimes a function has an output formula given by $f(x)$.

To evaluate the output for f , given an input:

We just plug in the input, wherever we see x .

Example 1: Given $f(x) = 6 - x^2$. Find $f(1)$ and $f(-2)$.

Solution

$f(1)$: plug in 1 where you see x :

$$f(1) = 6 - (1)^2 = 6 - 1 = \boxed{5}$$

$f(-2)$: plug in -2 where you see x :

$$f(-2) = 6 - (-2)^2 = 6 - 4 = \boxed{2}$$

Example 2: Given $f(x) = 2x^2 - 4x + 6$. Find $f(0)$ and $f\left(-\frac{1}{2}\right)$.

Solution

$f(0)$: plug in 0 where you see x :

$$f(0) = 2(0)^2 - 4(0) + 6 = 2 \cdot 0 - 4 \cdot 0 + 6 = 0 - 0 + 6 = \boxed{6}$$

$f\left(-\frac{1}{2}\right)$: plug in $-\frac{1}{2}$ where you see x :

$$\begin{aligned}f\left(-\frac{1}{2}\right) &= 2\left(-\frac{1}{2}\right)^2 - 4\left(-\frac{1}{2}\right) + 6 \\&= 2 \cdot \frac{1}{4} + 2 + 6 \\&= \frac{1}{2} + 2 + 6 \\&= \frac{1}{2} + \frac{4}{2} + \frac{12}{2} \\&= \boxed{\frac{17}{2}}\end{aligned}$$

Example 3: Given $f(x) = \sqrt{x - 3}$. Find $f(3a + b)$.

Solution

$f(3a + b)$: plug in $(3a + b)$ where you see x :

$$f(3a + b) = \boxed{\sqrt{(3a + b) - 3}}$$